

**AYSO United in Partnership with Keeper Wars and Elite Sports, welcome you
to the AYSO United AZ Cup**

Presented by Superstition Springs Lexus

This document contains essential information about the tournament. Please read and understand them before arriving.

Group Play

1. All games will be played under FIFA rules as modified by US Youth Soccer/ASA unless otherwise stated in these rules. The Tournament Director or site representative will settle all rules disputes. Tournament rules may be modified by the Tournament Committee.
2. Under-7 / Under-8 will be played in accordance with the modified playing rules for Academy Teams.
 - a. The maximum number of players on the field will be four (4).
 - b. The match will be divided into (4) 10-minute Quarters with a 5-minute halftime.
 - c. All rule infractions shall be briefly explained to the player(s).
 - d. All free kicks shall be indirect kicks. A goal may not be scored until the ball has been touched by a 2nd player from either team.
 - e. All fouls will result in an indirect free kick with the opponents 6 yards away.
 - f. No offside will be called.
 - g. No penalty kicks will be taken during the match for fouls.
 - h. There are no scores kept for Academy teams.
 - i. No referees are provided for U7/U8 games, Coaches must work together to referee the match
3. Under-9/Under-10 will be played according to the modified playing rules for Academy Teams.
 - a. The maximum number of players on the field will be seven (7), one of whom may be a goalkeeper.
 - b. The match will be divided into (2) 25-minute halves with a 5-minute halftime.
 - c. Offsides will be called.
 - d. Minimum number of players to start a game is 5.
 - e. There are no scores kept for Academy teams.
4. A team playing 11 a-side must have a minimum of seven (7) players available at the start of the game and during the game to avoid a forfeit. Teams playing in 9 a-side must have at least six (6) players present. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

5. Coaches should be prepared to start the game on time. Five minutes after the official game start time is forfeit time. Tournament officials may waive this rule, if it is in the best interest to play the game. In the event of a delay in the start of a game, the game may be shortened to allow the game to finish as scheduled.

6. Headers – Heading is NOT allowed in age groups Under-11 and younger. If, during a match, a header is performed in these age groups play will be stopped and resumed with an indirect kick for the opposing team.

7. Team bracket shall be as follows:

AGE BRACKET	HALVES (EACH)	HALF-TIME	FORMAT	BALL SIZE
U17-U19	40 min	5 min	11v11	5
U15-U16	35 min	5 min	11v11	5
U13-U14	30 min	5 min	11v11	5
U11-U12	25 min	5 min	9v9	4
U9-U10	25 min	5 min	7v7 w/GK	4
U7-U8	10 min qtrs.	5 min	4v4 No GK	3

8. Unlimited substitutions will be permitted at any stoppage of play with the permission of the match Referee.

9. Forfeits

A. Teams failing to check-in before the match starts may, at the discretion of the Tournament Committee, forfeit it. To be awarded a forfeit win, the opposing team must be present and ready to play. In case of a forfeit, the match score will be recorded as a 3-0 win.

b. If a team forfeits during a game (usually due to a rule violation) the opposing team, if losing at the time, will be awarded a 3-0 win. If the opposing team is winning the score will stand as it is.

Pre-Tournament Check-In

All teams must provide player/coach credentials at the Pre-Tournament Check-In before the tournament starts. AYSO United is using an online check-in process for the AYSO United AZ Cup. All check-in documents are due by 9/16/2023 at 12:00 PM Arizona time. If any portion of your check-in uploads are not accepted, you will be notified by a member of Elite Sports Group.

1. The following documents are required to be uploaded. Players may not play without this documentation being turned in.

- a. Current Copies of Player Pass
- b. Signed Medical Release of Liability forms
- c. Travel Permission Papers (If required by your State Association)

d. Loan Paperwork (If applicable, up to 5 total loan players) Loan forms must be properly signed by the required parties, must be submitted for each loan or guest player, as required by the teams' sanctioning organization. Players loaned within the same club do not need loan forms. Players loaned to a different club must have loan forms.

2. To upload your documents please follow the procedures found on the tournament website.

a. Log into your GotSport team account

b. Select "AYSO United AZ Cup 2023" from your event list

c. Select the "Documents" tab

d. Under the "Team Document Upload" section on the "Documents" tab, use the drop-down to select your document to upload. Click on the "Choose File" button, select your document for uploading on your device, and then click on the "Upload File" button.

e. After you upload your documents you will see the documents you have uploaded on the left side. Once your documents have been accepted a check mark will show next to your documents.

3. Rosters are frozen once a team completes the online check-in process.

Player Eligibility

1. Official team rosters must be verified and approved by the Tournament Committee at Elite Sports before the tournament starts.

2. Only players officially registered or loaned to a team may play in the Tournament and must have a laminated player pass with a photo of them. See the section below for the maximum number of loan players.

3. All participating players, regardless of the number of games to be played, must be listed on the official team roster before a team's first game of the tournament starts. Players will not be added to the roster after the start of the first game.

4. No player may play for more than one team in the tournament. If any player is found playing for more than one team, and either team won its game, the game will be forfeited. If either team lost the game, the existing score shall stand. Under both conditions, the player cannot play for the rest of the tournament for either team. Coaches who knowingly attempt this type of activity to occur, will not be allowed to coach for the remainder of the tournament.

5. Player's playing age is determined by the following chart for 2022/2023. No player can play down.

Age	Birth Year	Maximum Roster	Maximum # of Loan Players
U19	2004	(18 per game)	5
U18	2005	(18 per game)	5
U17	2006	(18 per game)	5
U16	2007	(18 per game)	5
U15	2008	(18 per game)	5

U14	2009	(18 per game)	5
U13	2010	(18 per game)	5
U12	2011	(16 per game)	4
U11	2012	(16 per game)	4
U10	2013	(12 per game)	3
U9	2014	(12 per game)	3
U8	2015	(10 per game)	N/A
U7	2016	(10 per game)	N/A

6. Teams with loan players must not exceed the maximum roster limit.

No Sunday Play Teams

1. All Tournament Games will be played on Friday, Saturday, and Sunday. There may be some matches played on a Thursday, but this is at the discretion of the tournament committee and will only involve local teams.
2. Semi-final and final games will be played on Sunday.
3. If a “No Sunday Play” team makes it to a Sunday scheduled semi-final or final game, and they elect not to participate, they will be eliminated from the tournament and the next highest-ranking team in the bracket will be placed into the semi-final or final game in their place.

Pre-Match Check-In

One hour prior to your first game, a team representative must present the following to a Site Manager at the tournament headquarters located on the north side of field #9.

1. A copy of your Gotsport event roster.

To print roster – In your gotsport account, click on team management, click on the name of your team, click on roster, from the dropdown select 2023 Arizona Cup AYSO, click search, scroll down and click documents and IDs, click green roster PDF button.

Prior to each remaining game, a team representative must report to the Quadrant Site Manager to verify the game card.

3. The Referee Crew or Tournament Officials will inspect the equipment of each player including uniform and mandatory shin guards, and cleats. Toe cleats and metal cleats are not allowed. Objects such as jewelry, barrettes, bobby pins, bows, etc., will be inspected. If the Referee Crew determines any such object represents a hazard, the object(s) must be removed prior to play.
4. Players wearing an orthopedic or immobilizing cast may not be allowed to play. The final decision on whether the item presents a hazard to any player will be up to the referee.

Tournament Play Formats

Four (4) team bracket

One (1) group of four (4) teams. Each team will play the other teams in their group once, for 3 games.

The winner and second place is determined by points. If needed, tiebreaker criteria will be used to determine the winner.

Five (5) team bracket

One (1) group of five (5) teams. Each team will play the other teams in their group once, for 4 games.

The winner and second place is determined by points. If needed, tiebreaker criteria will be used to determine the winner.

Six (6) team bracket

Two (2) groups of 3 teams; Bracket A and Bracket B. Teams will play the other three (3) teams in the opposite bracket. The first and second-highest point totals will advance to the final game.

Conduct and Sportsmanship

AYSO United intends to promote the highest Respect for the Game, including a rating of sideline and player behavior by the referees. The purpose is to reward sidelines for conducting themselves with the highest level of integrity for the game. If a referee reports that the conduct of a sideline (coach, player, parents, etc.), is not consistent with the expectations of the tournament, the coach of the offending team will be given a warning and if the behavior continues, the team can be removed from the tournament and all subsequent matches forfeited.

1. A player receiving a red card, or two yellow cards will be ejected from the current game and may not be replaced. Red card suspensions will be reported to ASA. The tournament red card sanctions will mirror the ASA Red Card Suspension Standards. Red cards must be cleared by ASA in GotSport in return for suspension. It is the team's responsibility to work with ASA to get the suspension cleared.

RED CARD SUSPENSION STANDARDS

OFFENSE	MINIMUM SUSPENSION FOR PLAYERS	MINIMUM SUSPENSION FOR TEAM OFFICIALS
Second Caution	1 game	2 games
Foul or Abusive Language directed at someone other than a match official	1 game	2 games
Serious Foul Play- Denies a goal or an opponent a goal scoring opportunity by deliberately handling the ball	1 game	N/A
Serious Foul Play- Denies a goal or an opponent a goal scoring opportunity by a committing a foul punishable by a free kick committed in a non-dangerous way (example pulling a jersey)	1 game	N/A

Serious Foul Play- other than above	2 Games	N/A
Violent Conduct- Pushing, Striking, Spitting or retaliation	3 games	4 games & may be referred to ASA Disciplinary Committee
Foul or abusive language directed at a match official	3 games	4 games & may be referred to ASA Disciplinary Committee
Abusive language (Discrimination)- prejudicial treatment of different categories of people, especially on the grounds of race, age, sex, or religion	3 games	4 games & may be referred to ASA Disciplinary Committee
2nd Offense Violent Conduct or Serious Foul Play (other category)	4 games & referred to ASA Disciplinary Committee	5 games & may be referred to ASA Disciplinary Committee
3rd Offense Violent Conduct or Serious Foul Play (other category)	5 games & referred to ASA Disciplinary Committee	6 games & may be referred to ASA Disciplinary Committee
Pushing, Striking or Spitting at a Match Official (A Match Official shall be defined as referee, assistant referee, referee assignor, referee administrator, tournament staff including volunteers, tournament	Trespassed from the facility	
director, or ASA staff/board member.)	3 games & referred to ASA Disciplinary Committee	4 games & may be referred to ASA Disciplinary Committee
Coaches/team officials who are ejected from a match for Irresponsible Team/Bench Behavior	N/A	2 games

2. A coach ejected from the game, whether by red card or referee expulsion, shall leave the field to the satisfaction of the referee. Coaches who refuse to leave or continue to coach after ejection (including using a cell phone or proxy coach) will forfeit the game.

3. The Tournament Committee will determine the suspension length as directed by ASA guidelines for players and coaches and notify the team before the next game. There are no appeal options, and all decisions are final. In the event, a player or coach is ejected from the game for fighting, that player or coach will not be permitted to play in the remainder of the tournament.

4. If a coach is ejected and there are no remaining registered assistant coaches and or a team manager with a valid laminated sanctioned pass, the team will forfeit the game. A parent or spectator not

officially registered on the team and not having a valid laminated pass cannot coach it. (A credentialed coach from another team, within the same club may take over and finish the match).

5. The team of any player or coach that receives a red card shall receive minus one point against their tournament standings.

6. Coaches are responsible for their players' conduct and all sideline spectators' conduct. Referees will have complete authority immediately before, during, and immediately after games, and will not allow abusive or profane language or threats of any kind. If, in the opinion of the referee, a game must be terminated due to misconduct, the offending team shall be declared to have forfeited the game per the tournament rules.

7. All last-game ejections whether by red card or not, are forwarded to the ASA D&R Committee for review. The ASA D&R Committee will respond directly to these expulsions. Passes withheld after the last game will be sent to the ASA office except for Outlast-game and US Club Soccer passes.

8. Coaches who have multiple teams in the tournament, and who are issued a red card, will be required to serve their suspension in all subsequent matches they coach. In other words, if a coach is served with a red card and receives a two-game ban, the red card will carry over to any additional team game until the suspension is fulfilled.

Home and Away Responsibilities

1. Coaches and Team Officials are responsible for ensuring team players and parents adhere to all guidelines and tournament rules.

2. All 11 v 11 teams will sit on opposite sides of the field from each other. Teams will sit behind the Assistant Referee, with spectators sitting on the same side as their teams but to the left of the midline. Spectators will sit at least five (5) yards back from the touchline when facilities permit. No spectators on the team's sidelines or behind the goals. Each coach is responsible for the behavior of their spectators. The Referee has the option, but not the obligation to display a yellow or red card to a coach, team official, or bench personnel for irresponsible behavior or for the irresponsible behavior of its spectators or sideline.

3. All 7 v 7 and 9 v 9 teams will sit on the same side of the pitch, with the parents sitting opposite their team. This is done for safety and space reasons.

4. There will be a coin toss at the beginning of every match.

5. Managers/Coaches agree to ensure that all players are listed on the tournament roster, are properly carded, and have the proper equipment.

6. Teams must exit the field within 5 minutes after games to maintain tournament schedules.

7. Home Team

a. Light color jersey*

b. Must change jerseys in case of a color conflict.

c. Will take the North or West half of the Player's sideline, unless specified otherwise.

- d. Will clean up their side of the field.
- e. Will provide 3 game balls for the match.

8. Visiting Team

- a. Dark color jersey*
- b. Will take the South or East half of the Player's sideline, unless specified otherwise.
- c. Will clean up their side of the field.

* Coaches are asked to be flexible in case a team (usually a recreational team) has only one color of jersey. The tournament site director may decide the visitor must change color if the home team has only one color of the jersey.

Scoring

1. Final team standings will be determined using the following point criteria:

- a. A WIN is six (3) points.
- b. A tie is (1) point (this only applies to 9 v 9 and below teams)
- c. A LOSS is zero (0) points.
- d. One (1) point for a shutout, includes a (0-0) tie.
- e. One (1) point for every goal scored with a maximum of three (3) points.
- f. Minus one (1) point for each red card issued to a player or coach during a match.
- g. In the case of a shootout, the winner will receive (8) points and the score shall be recorded as 1-0.

At the end of each match, the coach MUST verify and sign the game card. Once the game card is signed, the score stands and will not be changed regardless of the circumstances including a team's points, advancement, awards, etc.

2. Retrieve your player cards from the referees at the end of each game. The tournament is NOT responsible for cards left behind during the day or overnight.

3. TIES (Bracket Play)

a. If two or more teams are tied in points at the end of the preliminary (bracket games, the following tie-breaker criteria shall apply:

- i. The winner in a head-to-head competition
- ii. Highest goal differential [goals scored - goals allowed]

- 1. Goals for Limit = 4 per game
- 2. Goals against limit = 4 per game
- 3. Goal differential limit = 4 per game

4. TIES (Playoffs/Finals)

- a. In the event a match is tied at the end of regulation in a semifinal or championship match, teams will go immediately to Keeper Wars Shootout. There is no overtime.

Keeper Wars Shootout

No matches for teams in 11 v 11, outside of bracket play, will end in a tie. In the event of a tie at the end of regulation, the coaches for each team will identify a single player to represent the team in a Keeper Wars Shootout at a field designated by the tournament director as the Keeper Wars field.

Process

At the end of regulation, the Center official, or field marshal approaches each team and asks for the coach's selection for Keeper Wars. The coach may identify any rostered player on his/her team and the CR will circle the name on the game card. Upon receiving both signatures, the CR will turn over the game card to the field marshal, who will then take the card and escort the team to the designated Keeper Wars fields. The field marshal will hand over the player card to the Keeper Wars official who will supervise the shootout. Upon the shootout's completion, the game card with the winning team will be turned in for points awarding.

Both teams must immediately exit their field and report directly to the designated Keeper Wars fields, to not delay subsequent matches.

FIELD OF PLAY

- Minimum Length 18 yards, Maximum Length 24 yards
- Minimum Width 12 yards, Maximum Width 24 yards
- Goal size 8' x 24'.
- Shooting Area is defined as anywhere within 4 yards of each goal line.

SOCCER BALLS (WEAPONS)

- Only one ball is allowed on the field during match play.
- If two or more balls are on the field during match play, the referee, at his/her discretion may stop the game until the excess balls are removed. (There will be 8 balls at each field.)
- Size 5 balls

MATCH PROCEDURES

- Each goalkeeper must report to the referee/field marshal immediately following their match. The referee/field marshal will oversee a coin toss. The winner will choose if they want to start with the ball or decide which side they want to start on.
- At least 1-2 more players must serve as ball retrievers and feeders. No coaches or parents may act in this capacity.

REFEREE / FIELD MARSHAL / DIRECTOR

Each match is controlled by a referee who has full authority to enforce the rules of the tournament director including but not limited to the following:

- Ensures the player identified on the game card is the participant.
- Shin guards are not required for our event.

- Acts as timekeeper and scorekeeper for each match.
- Stops, suspends, or terminates the match, at his/her discretion for any rule infringements, safety precautions, player injuries, unsportsmanlike conduct from participants, parents, and/or fans
- All match-related decisions are determined by the referee and are considered final once a match has ended.
- The Tournament Director reserves the right to modify the tournament rules should he/she deem it necessary.
- All decisions are final, no protests will be accepted.

TIME LIMIT

- The match duration is 3 minutes.

EVENT FORMAT

If after 3 minutes, it is still a draw, an overtime period will be played not to exceed 1 minute. If the score is still tied after the one-minute overtime, both participants will go head-to-head. The first participant to score, not matched by the opponent, is automatically declared the winner.

DISTRIBUTION

Distribution is the method by which a goalkeeper starts or restarts play and scores goals. A goalkeeper may distribute the ball in the following ways from their hands or the ground:

- Throw
- Volley
- Dropkick
- Stationary kick
- Roll and kick

SIX-SECOND SHOOTING RULES

- Goalkeepers must distribute the ball within 6 seconds of taking possession of the ball. Possession means that said goalkeeper firmly maintains control of the ball by catching it, stopping it, or receiving it from the sideline.
- If the ball is not distributed within 6 seconds, the designated goalkeeper will be called for a delay of game. A delay of game violation results in a change of ball possession.
- *Older groups have 6 seconds and 4 yards from their own goal line to try and score.

STARTS / RESTARTS

- The referee will oversee the coin toss. Whoever wins will decide if they want the ball first or pick which side of the field, they start the game on.

OUT OF PLAY

The ball is out of play when:

- It has entirely crossed the goal line or touch line whether on the ground or in the air.
- If a goalkeeper saves or deflects the ball out of bounds it remains your ball. If you are scored on the ball will restart in your hands to continue play.
- Ball shaggers can toss or roll the keeper the ball when needed.

BALL IN PLAY

- After the keeper makes a save, he/she can attempt to score within his/her half, using any type of distribution within 6 seconds.
- Rebound Rule: After the ball is deflected off the keeper or crossbar/post and enters the other player's half they will have the chance to shoot a one-time finish on any rebounds given up but ONLY if it enters their half of the field. Once the ball enters back into the original shooter's half of the field, the keeper can either shoot it one time up to the half-line of the field OR bring it back to their original shooting area and not have to use one touch to score. If they bring it back to their original shooting area, they must shoot from the original shooting zone and not up to half.
- Any rebound that goes into the initial shooter's goal is not counted as a goal. This is played out of bounds and given to the opposing keeper as a restart. The keeper must have possession and follow all other rules to score against their opponent.

GOAL SCORE

- A goal is scored when the entire ball passes over the goal line, between the goal posts, and under the crossbar, provided that no infringement of the laws of the game has been committed prior to the goalkeeper distribution.
- A goal cannot be scored from the opponent's shooting area.

MATCH WINNER

The goalkeeper earning the greatest number of goals by the end of the match is the winner.

OFFSIDE

A keeper is offside when he/she enters the opponent's half. After infringement, he/she loses possession of the ball. Play resumes with both keepers starting on their own goal line.

MODIFICATIONS

Any or all rule modifications may be made at the tournament director's discretion.

WEATHER-RELATED STOPPAGE OF PLAY

If the weather stops playing during a match. For the match to count, the match must make it to the end of the first regulation for it to stand as an official match played. If a weather-related issue stops the match before making it to the end of regulation, it will be postponed. If the match is not able to continue due to weather, the game will officially count as a tie.

INJURIES

- Keepers must complete the match to win the match. If a significant injury takes place, an Athletic trainer must state they are safe to continue to play the game. Once this happens, parents and injured players can decide if they want to continue.
- If a player cannot continue, for any reason, no substitutions will be allowed. Only the player who starts the shootout may finish the shootout.

Awards

1. Participation medals will be awarded to all players in U7 through U10.
2. An AYSO United AZ Cup medal will be awarded to teams placing 1st and 2nd in U11 through U19.

Protests, Disputes, Clarifications

Under no circumstances can or will the tournament director, site director, field marshal or tournament committee overrule a referee's game time calls.

Inclement Weather Policy

In the event of inclement weather or other events that affect our ability to play as planned, the Tournament Committee may modify Tournament Rules to complete the tournament successfully safely, and fairly. The Tournament Committee will make their decisions on what is best, considering the health and safety of the players.

AYSO United AZ utilizes the fields provided by the Legacy Soccer Complex/Elite Sports. During inclement weather, Elite Sports officials will consider the need to prevent the destruction of the fields and facilities. AYSO United does not own the fields, nor does it have any authority over their usage. Coaches and team managers are asked to remain flexible to the changes in fields/locations as required and to stay connected with tournament officials for these changes.

1. Play all games as scheduled.
2. Eliminate pre-game warm-up on fields.
3. Shorten matches.
4. In the event the field conditions are unplayable as determined by the Tournament Committee or the representative of Elite Sports, games in question may be decided by penalty kicks from the mark. (FIFA rules apply).
5. If matches are unable to continue due to any reason(s), tournament placement will be based upon the last fully completed round of play. Bracket tiebreakers will be used to satisfy any ties that remain. If bracket tiebreakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation.
6. In the unlikely event of game cancellation(s) due to inclement weather, entry fees may be forfeited, in whole or in part. AYSO United will make no guarantee of any refunds. However, AYSO United recognizes the financial commitments of teams entering the tournament. As such, AYSO UNITED may, at its discretion, refund a portion of the entry fee(s) after all other expenses have been paid.
8. It is the team's responsibility to ensure appropriate phone numbers (preferably cell phones) and email addresses are entered into the team's tournament application. The Tournament Committee will use the tournament website (www.aysounitedsoccer.com), email, social media and sometimes telephone to communicate with teams in case of schedule changes.

General Rules

1. NO SMOKING allowed near the players.
2. Heaters: Heaters (gas or electric) are NOT allowed in the fields.
3. Parking: Park in designated parking areas. Do not park along curbs. Curbs may be fire lanes and may not be painted red but have identifying signage. No parking in desert areas. No overnight parking.

Parking and entry fees are under the control of the Legacy Soccer Complex and the tournament team has no control or say so regarding these fees. Players in uniform and coaches/referees and managers with appropriate credentials, do not pay entry fees.

4. Canopies/Umbrellas: No staking of canopies, umbrellas or other items is allowed at any site.

5. Dogs: Dog are not allowed in the vicinity of the fields. This is a safety issue and will be strictly enforced. Failure to comply may result in a forfeiture of game, or at minimum, removal from the site.

6. No artificial noise makers are allowed. No audio/sound systems are allowed except the Host Site system used for announcements, where applicable. Teams not willing to abide by this rule will immediately be removed from the tournament, forfeit all remaining matches, and will not be provided with a refund.