TOURNAMENT RULES

Updated 11-2-2026

All games will be played under FIFA rules modified by US Youth Soccer AZ or US SOCCER depending on age group unless otherwise stated in this rules package. members of the Tournament Committee. Tournament rules may be modified under unusual circumstances as deemed necessary by the Tournament Director only. NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

ELIGIBLE PLAYERS

Eligible players are those whose names appear on the team's roster at check-in, are registered through the state association to the teams club, have proper player passes and if necessary medical release forms. A team may have up to an additional five (5) loan players from other clubs with proper paperwork. At no time may the total number of tournament players exceed the national roster size for that age. Adult teams can have un-limited loan players. Players may not play for more than one team in the same age bracket. All challenges of an opposing player must be registered with the field marshal prior to the start of the second half of the game.

PRE-TOURNAMENT CHECK IN

Each team will check in prior to the start of the tournament. The team representative must present at check in the signed Player Pass Certification form and the tournament roster. Any player missing any paperwork or player pass WILL NOT BE PERMITTED TO PLAY IN THE TOURNAMENT. THERE WILL BE NO EXCEPTIONS.

PLAYER PASSES:

Every player must have a valid 2025-2026 player pass and medical release (for players under the age of 18) and the team must carry the passes with them at all times throughout the tournament.
All players on roster must have their player pass issued by the same National Association. Roster cannot have mixed passes.

The tournament will only ask to see a player pass under FOUR circumstances. (1) a player or coach has been sent off (RED CARD)
(2) a proof of age challenge by the opposing team.
(3) A last game Red Card, the player pass MUST be brought up to the field marshal table.
(4) A head injury that requires medical treatment, per Arizona law, player pass must be turned into field marshal before your team leaves the field after the game.

In any event, the team has 30 minutes to produce the player or coach pass to the field marshal.

If the pass is not presented in 30 minutes, the team will forfeit all games and be removed from the tournament.

It is the coach's responsibility to make sure he/she can locate the passes and have them available if necessary.

If you or your player receives a sendoff (RED CARD) come to the field marshal tent immediately after the game, with the pass.
Please do not jeopardize your team staying in the tournament or receiving awards by not producing a player pass to the field marshal table after a red card has been issued.

A proof-of-age challenge must be made by the coach (not a parent) to the field marshall before the start of the second half of the game. No proof of age challenges will be accepted after the second half starts.

TOURNAMENT ROSTER

Each team will submit a tournament roster at team check in. This roster will list all eligible players that will participate in the tournament. Once this roster has been finalized, no additions may be made to it during the tournament.

HEADING

National rules prohibit heading for any player 10 years old or younger. So for purposes of these rules all teams U11 and under are prohibited from heading the ball.

ROSTER SIZES:

9v9--The maximum team roster size is sixteen (16) for U11/12 teams.

7v7--The maximum team roster size is fourteen (14) for U09/10 teams.

4v4--The maximum team roster size is eight (8) for U7/8 teams.

Roster sizes for U13-19 teams is 22 players. Only 18 may be dressed to play.

Players Equipment (Law 4 from Rules of the Game)

Basic equipment
The basic compulsory equipment of a player comprises the following separate items:
Jersey or shirt with sleeves
Shorts
Socks – tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers.
Shin guards • these must be made of a suitable material to provide reasonable protection and covered by the socks.
Footwear

The two teams must wear colors that distinguish them from each other and the match officials.

Each goalkeeper must wear colors that are distinguishable from the other players and match officials.

JERSEY NUMBERS

Each player will be assigned a jersey number, and that number shall be clearly indicated on the roster. No player may change his/her jersey number during the tournament without the expressed permission of the referee before the start of the game in which a number change is requested. Failure to get the referees approval and have the jersey change noted on the scorecard will result in a forfeit. Violations of this rule must be brought to the referee's attention during the game.
No claims will be honored after the completion of the game. NO DUPLICATE JERSEY NUMBERS WILL BE PERMITTED.

PRE-GAME CHECK IN

Teams must arrive at the field at least thirty (30) minutes before their game is scheduled to begin. Please check in at the Field Marshall's Station nearest your field. At this time player equipment will be inspected, players jersey numbers will be verified, score cards filled out, and any other necessary information given. The Field Marshalls are here to assist you.

THE FIELD MARSHALL 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.

POST-GAME CHECK IN

The Field Marshall may ask for a player pass if a sendoff occurred that would require more than a one game suspension.

SIDELINES

Home team will sit on the north or east sideline along with their spectators in designated areas, away team on the south or west sideline. Team bench on same side of field as linesman. Parents should not sit behind the Assistant Referee.

****Your team is responsible for making sure that its sideline is clean after each game. Trash barrels are at each field, please use them. No alcoholic beverages will be allowed on or near the tournament fields.**

BALL SIZE

U7/8	**Ball Size**	**3**
U9/10/11/12	**Ball Size**	**4**
U13/19	**Ball Size**	**5**

GAME DURATION

All games will be regulation time. The Tournament Director may reduce the duration at his discretion due to weather, field conditions, or other factors in order to successfully complete the tournament. All Semi Finals and Championship Games go straight to a Shootout if tied at the end of regulation play.

AGE	GAME TIME	HALFTIME	SEMIFINALS
U7/U8	4 x 10 min quarters		
U09/10	25 – minute halves	5 minute halftime	Straight to PK's
U11/12	30 - minutes halves	5 minute halftime	Straight to PK's
U13/14	35 - minutes halves	5 minute halftime	Straight to PK's
U15/16	40 - minute halves	5 minute halftime	Straight to PK's
U17/18	40 - minute halves	5 minute halftime	Straight to PK's

ALL GAMES ARE PLAYED WITH RUNNING TIME. THERE WILL BE NO STOPPAGE OF THE CLOCK FOR INJURY, OR ANY OTHER REASON.

ALL GAMES WILL END FIVE MINUTES BEFORE THE START OF THE NEXT SCHEDULED GAME.

IT IS IMPERATIVE THAT YOU SHOW UP ON TIME READY TO PLAY AND KEEP THE GAMES MOVING.

SHOOTOUTS

Shootouts occur at the end of a regulation semifinal game and Championship game. There are no third place games due to field space.
The shootout format is as follows:

(1) Only the players on the field at the end of the game may participate in the shootouts.
(2) Players may not leave the field
(3) Only coaches may enter the field
(4) Coach will give the referee a list of the 11 shooters
(5) All players on the field are eligible to shoot
(6) Coach will leave the field
(7) Referee will conduct the shootout
(8) Five players from each team will alternate shooting
(9) Shootout order is determined by a flip of the coin with the original home team making the call
(10) If shootout is tied at the end of the first five shooters, we go to sudden death one each until a winner is determined
(11) Score will be recorded as a plus one goal for the winner over the original score

SCORING

Standard 10 point scoring system. Six (6) points for a win. Three (3) points for a tie. Zero (0) points for a loss. One (1) point for each of the first three (3) goals scored for each game, regardless of whether you win or lose. One (1) point for a shutout. 0 - 0 tie is not a shutout. Minus one (-1) point for each red card or two (2) yellow cards issued to the same player or coach in the same game.

RED AND YELLOW CARDS

A player receiving a red card or two yellow cards in one game shall be sent off from that game, may not be replaced in that game and is automatically disqualified from participating in their team's next scheduled game. The Tournament D & R Committee will review the Referees report as well as any written information supplied by the player and/or coach. The D & R Committee will determine the length of suspension and notify the team prior to the team's next game. There is no Appeal options. In the event the player is sent off for fighting, that player will not be permitted to play in any other game in the tournament. Any coach receiving a red card or two yellow cards in one game shall be sent off. He or she must then leave the field of play to the satisfaction of the referee and is automatically disqualified from coaching or participating in the teams next scheduled game. Any player or coach who has been sent off and then participates in the team's next game will cause their team to automatically forfeit the game. The game will be scored as an Abandonment. See Abandonment section for points awarded. 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.

FORFEITS

A forfeit may occur if you use an unregistered player or if your team fails to show up within 15 minutes after the scheduled kick-off time of their game. Under 6/7/8 must have a minimum of 2 players and U9/10 teams a minimum of five (5) players to start the game. All other teams must have a minimum of seven (7) players present to start a game. If a forfeit occurs, it will be scored 1-0.

Unregistered player: if a team uses a player that is not on the original roster submitted to the tournament at check in, and is a registered player with ASA, the team will forfeit all games played with that player. The player will be barred from participation in any tournament games.
If a team uses a player that is not registered to ASA in any tournament game, the team will forfeit all tournament games, forfeit their entry fees and be removed from the tournament.
In either case the incident will be forwarded to ASA for review and discipline.

HOME TEAM

The home team is the team listed first on the schedule. The home team must wear their white jersey.

VISITING TEAM

The visiting team is listed second on the schedule and may where any color but white.

In the event of a conflict of color the visiting team has choice.

SUBSTITUTIONS:

For all ages:
ANY STOPPAGE

BRACKET PLAY

FOUR TEAM BRACKET:

Round Robin play. Ten point scoring system per game. Champion will be decided by points.

FIVE TEAM BRACKET:

Round Robin play. Ten point scoring system per game. First and second place decided by total points after all games are played. No overtime or shootouts necessary. Ties count.

SIX TEAM BRACKET:

Round Robin play on each side of the bracket. Ten point scoring system per game. After completion of bracket play, teams are seeded for cross over games.

- **Winners of crossover games advance to Championship game.**
- **Crossover games that end in a tie will go immediately to shootouts to determine which teams advance to the Championship game.**
- **Championship games will be played until a winner is determined (no ties). See Game Duration.**

SIX TEAM BRACKET (ALTERNATE):

- **Crossover play between Bracket A and Bracket B with the two highest point winners of all six meet in the final of bracket listing.**

EIGHT TEAM BRACKET:

Round robin play on each side of the bracket. Ten point scoring system per game. Team with most points during round robin play are bracket winners and advance to the Championship. Championship games will be played until a winner is determined (no ties). See Kicks from the mark.

TWELVE TEAM BRACKET:

Round Robin play in each bracket. Ten point scoring system per game. After completion of bracket play, teams are seeded for cross over games for Semi Finals or consolations.

- **Winners of semi final games advance to Championship game.**
- **Semi Final games that end in a tie will go immediately to shootouts to determine which teams advance to the Championship game.**

- **Championship games will be played until a winner is determined (no ties). See Game Duration.**

TIE BREAKERS

The following tiebreaker rules are used in all brackets if two teams are tied in points. The rules are used for team advancement to Championship games.
TIE BREAKER RULES:
(1) Head to head competition.
(2) Least number goals scored against you.
(3) Most goals scored.
(4) Goal Differential.
(5) Kicks from the mark.

Six team brackets, in a semi-final game, i.e., 1st A - 2nd B, that is tied after regulation play will go immediately to kicks from the mark to determine advancement to the Championship.

CONDUCT/SPORTSMANSHIP/VERBAL ABUSE

Coaches have total responsibility for the conduct of their players and fans at all times. Referees have complete authority during all 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. That team could at the direction of the Tournament Director, be suspended from further play and/or forfeit all points previously earned. Tournament Committee members, referees, players, coaches, and other volunteers are not expected to accept verbal abuse from anyone. Should a situation arise whereby the Tournament Director determines that there has been excessive verbal or other abuse, he has the obligation to eject a team from the tournament. An ejected team forfeits its rights to awards, refunds or any other considerations.

FIGHTING

Any player who is involved in a fight will be ejected from the tournament. Any player, coach or spectator who enters the field of play during a fight will be ejected from the tournament regardless of the reason for entering the field. In the event more people are involved than the referee can clearly identify, the game will be terminated and the entire team or teams will be ejected from the tournament. Any player who removes their shirt or does anything else so as not to be identified before, during or after the altercation will be identified by whatever means possible and will be ejected from the tournament and will cause their team to forfeit the game.

REMINDERS: Pick up all trash and belongings from the sidelines after each game. NO ALCOHOL or SMOKING permitted. NO Noise Makers allowed during games.

ABANDONMENT

The results of any game terminated as a consequence of abandonment shall be based on the score at the time of abandonment. However, at no time shall the non-abandoning team be awarded less than eight (8) points. The abandoning team shall have two (2) points deducted from its point total.

INCLEMENT WEATHER

The Tournament has established a policy for inclement weather. In the event of rain, the Azsoccerevents will do their best to ensure the games are played. In the event of weather- forced field closure, it is the intention of the Tournament to move games to open venues. Games may be played with shortened times and no warm-up time on the fields. Should the fields be closed, we will send out emails through gotsoccer. In addition, we will update the azsoccerevents website. If you do not receive any email updates, it is your team's responsibility to show up at your scheduled field. In the event of rain, our website will be updated as soon as possible: www.azsoccerevents.com. Please remember that the tournament committee reserves the right to make all decisions regarding inclement weather, and that these decisions are final.

AWARDS

- **U7-U8: Medals for all players; no score kept.**
- **U9-U19: Medals for 1st and 2nd place players.**