



Arundel Cup 2019 Rules

1. Laws of the Game

All matches will be played in accordance with the FIFA Laws of the Game. Rules and/or interpretations provided by AAYSA in season rules for your matches will be incorporated. The following items will further interpret these rules for purposes of this tournament and/or will provide an administrative framework for the operation of the tournament.

2. Team Field Position

U8 – U12: Each team (Coaches, Players, and team spectators) will be located along the touchline on the same side of the field. Their opponent's will be on the opposite touchline.

U13 – U18: Each team will be located along the touchline on the same side of the field. All parents and spectators must remain on the opposite side of the field from the teams or in bleachers outside the field. Only players, managers and coaches can remain in the team bench area. All players and coaches should remain near the player bench area, near the center of the field, with their opponents on the other side of the center line, while on the sidelines.

All spectators must remain between the 18 yard lines. No spectators will be permitted in the areas directly behind the goal lines. All people on the same sideline must remain at least 3 yards behind the sideline (or behind the spectator line, if provided). Failure to provide the linesman room to clearly see the touch line may lead to a bench caution. This includes the team side also.

Coaches and/or other officials, players and spectators may not enter the field of play at any time unless requested to do so by the referee.

3. Player, Coach and/or Spectator Behavior

All players, coaches and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been specifically instructed to run the matches according to the spirit and will act accordingly. DISSENT FROM PLAYERS, COACHES AND/OR SPECTATORS WILL NOT BE TOLERATED. CAUTIONS AND/OR DISMISSALS WILL RESULT. Players are encouraged to play all matches with intensity and desire, however, UNNECESSARY PHYSICAL PLAY, PARTICULARLY THAT WITH INTENT TO INJURE, WILL NOT BE TOLERATED. CAUTIONS AND/OR DISMISSALS WILL RESULT.

Coaches are responsible for the actions of the team's players and spectators as well as their own actions. If a coach, as per AAYSA in season rules, does not assist (when asked) to diffuse a spectator/player dissent or repeated harassment of an official by a spectator, that coach may be cautioned or dismissed after first receiving a yellow card.

Field Marshals, if needed (mostly to assist younger referees), may eject anyone after first cautioning spectators or coaches. Such ejections will be treated as Dismissals and serve suspensions as described below. If anyone threatens or assaults anyone else, Field Marshals and/or Referees are instructed to call the police, and report the incident immediately to the tournament Director.

All players are eligible to participate with only one team for the duration of the tournament.

Players, coaches, and/or spectators DISMISSED FOR FIGHTING will be banned from further tournament participation. Teams will be held responsible for adhering to this rule. Any team playing a dismissed player in violation of this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit.



THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF ANY TEAM, PLAYER, COACH or FAN, if the behavior of the player, coach or spectator(s) create(s) an atmosphere in which a match or matches cannot be completed within the spirit and Letter of the Laws.

*Any player, coach or spectator that is cautioned (yellow carded) twice during any game, will be ineligible to participate for the remainder of that match and the following match.

**If any player, coach or spectator is sent off the field of play (dismissed/red carded) by a referee for any reason other than fighting, that person is ineligible to participate in the remainder of that match and may not participate in the next match. If any of the above is sent off for "fighting", they will be immediately dismissed from the tournament. Referees are instructed to record the players name, number, team and reason for the caution or send-off and present the information to the tournament director. All cards issued will be reported to the appropriate state association.

***If anyone dismissed from the game does not leave the playing or surrounding area, the game cannot continue, and the game will be forfeited to the opponent's (not causing the issue at hand).

4. Pre-Game

If there is a conflict with jersey colors, home team must change jersey or wear pinnies. Teams may warm up in practice areas away from playing field. There will be no warmup on the field between games.

5. Start of Play

Regardless of weather conditions, players and coaches must be on the field at the scheduled playing time, ready to play. Forfeits will be awarded if play has not started within 5 minutes of starting time as determined by the referee. A forfeited match will be recorded as a 3-0 score. The Tournament Director/Site Administrator may modify a scheduled start time for any match or reduce scheduled match length prior to the start of the match; all such matches will be considered to be official.

A match may be suspended due to inclement weather. Tournament Director/Site Administrator will determine if play will resume that day (play may only resume 30 minutes after the last observed lightning strike) or the following day. If Tournament Director/Site Administrator determines it is unsafe to play the remainder of the day, the suspended matches will be treated as follows:

- a. If the match has been played for a minimum of 50% of the scheduled time it will be considered official, score stands as is.
- b. If the match has not been played a minimum of 50% of the scheduled time, it will be replayed in its entirety when rescheduled (if possible). If not possible, then the bracket will be judged by the average number of points earned per game.

6. Duration of Play

All matches will consist of fifty (50) minutes of playing time divided into 2 twenty-five (25) minute halves with a five (5) minute halftime.

Official match time will be kept on the field by the referee. Match time will be kept on a running clock, and there will not be stoppage of time unless an injured player needs to be assisted from the field with an ambulance.

Match time may be altered due to weather/field conditions determined by the Tournament/Site Director.



7. Substitutions

There shall be unlimited substitutions with the permission of the referee at the following times:

- On a throw in, your own or your opponent's throw in, provided they are also substituting
- Either team's goal kick
- Either team scores a goal
- At the beginning of the second half
- In case of an injury, substitution for the injured player is permitted but not required, the opposing team may also substitute one player if the injured player is substituted for. If injured players' coach comes on to the field of play to attend to an injured player, said player must be substituted for.
- If a player receives a dismissal (red card), that player must leave the field of play. Their team may not substitute for them at any time during that match. The team may field a full team in the next scheduled match.

All substitutions must enter the playing field from the halfway line with the permission of the referee. The referee may disallow a request for substitution if, in their judgment, that request is intended to delay the play of the game.

8. No Protests

NO Protests will be entertained concerning the interpretation of the Laws of the Game by a referee.

10. Tie Breakers

The tie breakers used in determining the round robin will be as follows: 1. Bonus points will be added or subtracted based on +(-) goal differential. The differential will be the difference between the goals scored and goals allowed by each team in regulation play with the maximum differential points allowed for a single match being +(-)4. The +(-) difference will be summed. The team with the highest number of differential points will be seeded in the higher position. 2. If two or more teams have the same number of differential points, the team that has allowed the fewest goals in the qualification round of play will be seeded in the higher position. 3. If after above, two or more teams have the same number of goals allowed, then the team that has scored the highest number of goals in the qualification round shall be seeded the higher position. 4. If after above, two or more teams have the same number of goals scored, both teams will be declared the winner.

The tie breakers for quarterfinals and finalist rounds will be determined by penalty kicks. See rules on next page.

11. Disclaimer

The tournament director, members of the tournament committee, the host soccer club, its members and board of directors, and participating associations, colleges, advertisers, school districts and recreation departments and related municipalities will not be responsible for any expenses incurred by any team, player or spectator nor will they be held liable for any injury of any player, coach or spectator that may result from the participation in, or travel to and from the tournament. The tournament director or site administrator reserves the right to decide on all matters pertaining to the conduct and administration of the tournament and their judgment shall be deemed final.

Note: I understand that withdrawing my team from the tournament must be done in writing and received in host's office on or before the tournament entry deadline to be eligible for a refund. I further understand that withdrawing my team after the tournament entry deadline will result in the forfeit of the entire tournament entry fee, no exceptions.



Rules for Penalty Shootouts (Only done in Championship Rounds)

The penalty-kick shootout to decide a match consists of a minimum of 5 penalty kicks to be taken by each of the two teams from the penalty spot (8 yards from the goal line in the case of half-pitch play, 10 yards in the case of full pitch play).

The referee decides by the flip of a coin which team begins. The two teams alternate until 5 different players from each team have made their kick.

If the score is a draw at the completion of the 5th kick, both teams take a kick until a winner is found.

A different player must be used for each kick and a player involved in the first 5 kicks cannot be reused in the subsequent "sudden death" situation until all other players on his side, including the goalkeeper, have taken their turn.

The Coach of each team selects the 5 players and his goalkeeper to participate. These must be players who were on the pitch at the end of match play. This selected group of players should wait in a group either in the center circle or at the midfield line (the selected group for each team should be located in separate sides of the pitch). Should no winner be decided at the end of 5 rounds, each team will send up a player who was on the pitch at the end of the match to take the subsequent round until the match is decided. Should all players who were on the pitch take their turn and there is still no decision, then players who were not on the pitch are to be used. Only after all present players are used, can the first players take their second kick. Teams are not required to follow the same order of kickers as was used for the first kick.

The goalkeeper cannot be changed during the competition unless he becomes injured during the shootout. If a goalkeeper is sent off during the shootout, another player who finished the game must act as goalkeeper.

The goalkeeper must remain between the goal-posts on his goal-line until the ball has been kicked, although he can jump in place, wave his arms, move side to side along the goal line or otherwise try to distract the shooter.

Each kicker can kick the ball only once per attempt. If the ball is blocked by the goalkeeper the kicker cannot score from the rebound (unlike a normal penalty kick). Similarly, if the ball bounces off the goal posts or crossbar, the kicker cannot score from the rebound. But the ball may touch the goalkeeper, posts and/or crossbar any number of times before it goes in and counts as a goal.

No other player on the kicker's team may touch the ball after it is kicked.

The goalkeeper can take one of the penalties.

After the kick, the kicker is to proceed direct to his team members waiting in a group at the center circle/midfield line of the pitch.

All kicks are taken at one goal to ensure that both teams' kick-takers and goalkeepers face the same pitch irregularities.

During the whole penalty competition, ALL spectators, without any exceptions, MUST remain on the sidelines of the pitch. No players or spectators may stand or sit behind the goal or behind the goal line during the competition. The referee must assure this, and not let the penalty competition to proceed until the goal line area is cleared. This is to minimize the pressure on and distractions to our young players.

If one side has scored more successful kicks than the other could possibly reach with all of its remaining kicks, the shootout ends regardless of the number of kicks remaining. For U8, U9, U10; If no one wins after the first round both teams will be declared Co-Champions!