



## CCV Stars Champions Cup Tournament Rules

### 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.

### ELIGIBLE TEAMS:

Open to all ASA , USSF , AYSO, USYSA and US Club soccer teams in good-standing with appropriate registration forms and player passes.

### FOREIGN TEAMS:

Welcome to register with proper FIFA region or country issued player passes and documentation that each player has entered the United States legally via passport and proof of player insurance.

### GUEST PLAYERS:

Maximum four per team ages U7-U14, eight guest players allowed in U15. 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 ASA 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.

#### PRE-MATCH CHECK-IN:

U9-U15 teams must be ready to check in with the game officials at their game field 30 minutes prior to the start of each game; failure to check-in could result in match forfeiture at the discretion of Tournament Director. 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 and your team official is to make sure to get the passes back after each game from the game official.

#### EQUIPMENT:

All players must wear shin-guards during games and can wear approved soccer specific cleats (no front toe cleats). No jewelry of any kind will be permitted to be worn during games. All players U9 and older must wear numbered uniforms with no duplication. Soft casts or wrapped hard casts may be permitted with the approval of the referee.

#### MINIMUM PLAYERS:

All teams must have a minimum of five players for 7v7 games, 6 players for 9v9 games, 7 players for 11v11. Teams that forfeit during pool play may continue in pool play, but not so in elimination rounds.

#### 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 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 substitutions are unlimited, substitutions in the final three minutes are at the referee's discretion.

#### MATCH DETAILS:

Division	Players	Field Size	Game Duration	Max Roster
U7 - U8	4 v 4	~30 x 20 yds.	4 x 10 quarters	8
U9 – U10	7 v 7	~60 x 40 yds.	2 x 25 halves	14
U11 – U12	9 v 9	~75 x 50 yds.	2 x 30 halves	16
U13 – U15	11 v 11	~110 x 70 yds	2 x 35 halves	18

#### U7 – U8 MODIFIED GAME RULES:

- No offsides called
- All free kicks indirect with opponent four yards back
- Out of bounds ball is kicked in (indirect) as opposed to throw-in
- No heading allowed

#### U9 – U10 MODIFIED GAME RULES:

- Buildout line serves as offsides line; defense must retreat to buildout line; goalkeeper may not punt or dropkick ball
- No heading allowed
- Free kicks can be direct or indirect as signaled by referee; penalty kicks taken from ten yards off goal line
- Throw-ins, not kick-ins, used

#### U11 MODIFIED GAME RULES:

- No heading allowed

## TOURNAMENT SCORING:

All games, with the exception of championship games, ending in a tie will stay as a tie; no overtime or shootout. Championship games that are tied after regulation will go immediately to a five player FIFA penalty shootout (players must have finished the match on the field to be eligible to shoot in a postgame shootout).

For ages U9 – U15, a ten point system will be used for bracket play as follows:

- Win = 6 points
- Loss = 0 points
- Tie = 3 points
- Shutout = 1 point (not awarded in 0-0 tie games)
- Goals = 1 point per goal (three maximum)
- Red card/spectator ejection = -1 per infraction

Forfeited matches will be scored as a 3-0 result, netting ten points for the victor.

A team “abandoned” during a match will be awarded a minimum of eight points to a maximum of ten points if the abandoned team had earned more than eight points at the time of abandonment. No points will be awarded to the team who abandoned the match; additionally, that team will lose two points.

In matches where neither team shows up, both teams will lose two points in the standings.

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

## AWARDS:

- U7-U8: Medals for all players; no score kept.
- U9-U15: Champion coach receives trophy; rings for champion players, medals for finalist players.

## GROUP STAGE TIE BREAKERS:

Ties between two teams will be broken in the following order until a winner is clear:

- Head to head winner
- Goal differential (five goal max per game)
- Least goals allowed (five goal max per game)
- Most goals scored (five goal max per game)
- Most shutouts
- FIFA penalties
  - Site & time to be set by Tournament Director and communicated to coach and/or manager. Each team must produce at least as many players as would play in a match (seven for 7v7, nine for 9v9, eleven for 11v11) at least five minutes prior to scheduled time in order to be eligible to compete otherwise team will forfeit.

Ties between three teams will be broken in the following order until a winner is clear:

- Head to head record if all three teams played each other:
  - If single winner is produced, that team advances
  - If two teams remain, see tie breakers for two teams above
  - If all three teams have equal record in head to head matches, see next steps:
- Goal differential (five goal max per game)
- Least goals allowed (five goal max per game)
- Most goals scored (five goal max per game)
- Most shutouts
- FIFA penalties
  - Site & time to be set by Tournament Director and communicated to coach and/or manager. Each team must produce at least as many players as would play in a match (seven for 7v7, nine for 9v9, eleven for 11v11) at least five minutes prior to scheduled time in order to be eligible to compete otherwise team will forfeit.

## HOME & VISITING TEAMS:

Home team will be listed first on the schedule and must change jerseys in case of color conflict.

11v11: 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.

4v4, 7v7, 9v9: Spectators must sit on perimeter of 11v11 field, across from their team. Both teams share the same sideline on the interior of the field, home team taking north or east sideline and visitor taking south or west.

## SIDELINE BEHAVIOR & EDIQUETTE:

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

Each team is responsible to clean-up their sideline at the conclusion of each match. 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 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 coaches on the bench, all of which must be listed on the team roster, except for 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.

#### DISPUTES:

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

#### INCLEMENT WEATHER:

Matches will be played in all weather conditions, unless the Park Coordinator, Tournament Director, Tournament Referee Assignor, or Match Referee determines the conditions are dangerous and/or life threatening as per the FIFA/USYSA/ASA regulations. The tournament committee will do everything in their control to attempt to make sure all matches are played working in cooperation of the site coordinator at all fields where games are scheduled to be played. All matches will be played as scheduled with the following contingency plans as potential backups, also allowing the options to modify as needed to maximize the opportunity to play:

- Shorten all First Round matches to 50% of normal halves.
- Shorten all First & Second Round matches to 50% of normal halves.
- Shorten all First, Second, & Third Round matches to 50% of normal halves.
- If fields become unplayable, or if the weather becomes hazardous it may be necessary to decide some matches with FIFA Penalties.
- If penalties not possible and all tournament approved fields are unplayable, a coin-toss by the CCV Stars Tournament Staff will occur to complete and determine a winner for each game. The winner will receive a score of 1-0, earning eight points: six for the win, one for the goal, and one for a shutout.



DISCLAIMER:

CCV Stars reserves the right to use other facilities within the valley should reserved facilities be shut down. In the event of tournament or division cancellation due to acts of God, inclement weather, or other reasons beyond the control of the CCV Stars Soccer Club, entry fees will not be refunded.

CONTACT:

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RULES REVISED:

1/13/2023