

Phoenix Rising Cup Rules 2022



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IMPORTANT CONTACT INFORMATION

All matters related to the tournament should be directed to the Tournament Director at phoenixrisingcup@gmail.com or tournamentdirector@phoenixrisingcup.com.

It is the responsibility of the coaches and managers to ensure appropriate phone numbers and email addresses are entered onto the team's roster/application. Coaches and managers need to review and make sure they are familiar with the rules, pre-match check in procedures and credentials.

ONLINE CHECK-IN AND CREDENTIALS

All teams are required to upload a signed Team Acknowledgement Agreement form to their Gotsport registration. Medical release forms must be available, and player passes will be handed to the referees before each match.

ROSTER SIZES

U7 and U8 teams may register a maximum of seven (7) players, and may be co-ed.

U9 and U10 teams may register a maximum of fourteen (14) players.

U11 and U12 teams may register a maximum of eighteen (18) players.

U13+ teams may register a maximum of twenty-two (22) players

A team may add up to five (5) guest players, not to exceed above stated maximums.

Players may not play for more than one (1) team during the tournament. No player will be allowed to play in a younger age bracket.

Players not on the game roster will not be eligible to play.

PRE-GAME CHECK IN

All teams must provide player/coach credentials at the mandatory tournament check-in prior to the start of the tournament.

- Teams will be screened by the referee before game time.
- Player passes will remain with the referee until the conclusion of their game.
- In the event of a dispute, head referee will review each pass to ensure the individual matches the picture and jersey listed on the roster to confirm that only eligible players are participating.
- All equipment including uniform, shin guards (mandatory) and cleats will be inspected to ensure the safety of all players. Cleats are not required. Metal cleats and toe cleats are not allowed.
- Players will be asked to remove all jewelry, barrettes, bobby pins, bows etc. prior to play.
- Any player wearing an orthopedic or immobilizing cast will be subject to inspection at player check in and during play. Final decision on whether the item presents a hazard to any player will be up to the head referee.
- Team representatives are responsible to retrieve their passes from the referee after each match. The tournament committee shall hold the pass of the person involved in the suspension or head injury until after all time has been served.

RULES OF PLAY

FIFA LAWS: All games will be played by FIFA Laws of the Game as modified by USYSA unless otherwise stated in this rules package. Times apply for both bracket and semi-final/finals. There will be no overtime. Semi/finals will have PKs if necessary.

DURATION: Duration of games and overtimes (by halves) and ball size are as follows:

Group Age	# players	OT/PK (bracket play only)	Time	Ball Size
U7 and U8	4v4	No	10	3
U9 and U10	7v7	No	20	4
U11 and U12	9v9	No	25	4
U13 and U14	11v11	No	30	5
U15-U19	11v11	No	35	5

PK's will immediately follow semi-final and finals

Games will have additional water breaks as necessary.

One break will be given approximately half way through a half. Time given will be one minute while the clock will continue to run. Delay of restart by coaches or players will be subject to a caution.

HALFTIME: Halftime is five (5) minutes for U9 and up, two (2) minutes for U7/U8.

TEAM NUMBERS BY AGE

U7 AND U8 CONSIST OF 4 A SIDE GAMES, NO GOALKEEPER (ACADEMY STYLE)

- Max number on the field is 4
- Offsides: No
- Headers: No
- Kick-ins included
- Substitutions: At any stoppage and unlimited
- Free Kicks: Conform to FIFA with exception that all opponents are at least eight (8) yards from the ball.
- All fouls will conform to FIFA rules.

U9 AND U10 CONSIST OF 7 A SIDE GAMES, INCLUDING A GOALKEEPER (ACADEMY STYLE)

- Max number on the field is 7, one of whom is a goalkeeper
- Offsides: Yes
- Headers: No
- Throw-ins included
- Substitutions: At any stoppage and unlimited

- Free Kicks: Conform to FIFA with exception that all opponents are at least eight (8) yards from the ball.
- All fouls will conform to FIFA rules.
- Minimum of 5 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

U11 CONSIST OF 9 A SIDE GAMES, INCLUDING A GOALKEEPER

- Max number on the field is 9, one of whom is a goalkeeper
- Offsides: Yes
- Headers: **No**
- All fouls will conform to FIFA rules.
- Minimum of 6 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

U12 CONSIST OF 9 A SIDE GAMES, INCLUDING A GOALKEEPER

- Max number on the field is 9, one of whom is a goalkeeper
- Offsides: Yes
- Headers: **YES**
- All fouls will conform to FIFA rules.
- Minimum of 6 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match

U13+ CONSIST OF 11 A SIDE GAMES, INCLUDING A GOALKEEPER

- Max number on the field is 11, one of whom is a goalkeeper
- Offside will be called.
- Headers: YES
- All fouls will conform to FIFA rules.
- Minimum of 7 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

Coaches should be prepared to start the game at the specified game time. Failure of a team to report ready to play within five minutes (5) of a scheduled kickoff is considered a forfeit. The winning team will receive a score of 1-0. In the case of extenuating circumstances tournament officials can waive this rule.

GAME CONCLUSION: Referee and coaches will sign the game card (includes score, name/number/issue of any player/coach receiving yellow or red card) and referees will turn in to the referee coordinator. Referees will need to fill out red card reports online and/or injury reports and turn into Referee Coordinator prior to the end of the session.

SUBSTITUTION: With permission of the referee, unlimited substitutions will be permitted at ANY stoppage of play with permission of the match Referee.

COACHING: Coaches have total responsibility for the conduct of their players, friends and spectators .

CONDUCT AND SPORTSMANSHIP: Referees will not allow immediately before games, during games and immediately after games any 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. A terminated game will result in the opposing team being awarded a win by a score of 1-0, unless the score is greater at the time of the termination.

REFEREES: Decisions made by the referee, once play has resumed, are not reversible. All referred decisions pertaining to action on the field are final – NO MATCH PROTESTS WILL BE CONSIDERED.

INJURIES: Team managers and/or coaches are to keep copies of player medical releases on hand at all games. In the event of an emergency, this form must accompany the player to treatment facility.

RED CARDS AND EJECTIONS:

- A player receiving two cautions (yellow cards) in a single game automatically receives a red card upon issuance of the 2nd caution and is immediately ejected from the game and may NOT be replaced. Additionally, that player will serve the one game suspension for the follow match.
- A player receiving a red card is automatically ejected from the game and may NOT be replaced.
- If a player receives a red card for fighting, that player will be ejected immediately and will serve an additional three suspension. The suspension will carry into AYSA regular season matches and/or tournaments.
- A coach may be ejected from the game and an assistant coach or team manager whose credentials have been verified by the tournament committee may continue the game. If no qualified replacement exists, the match is terminated and reported to tournament officials.
- An ejected player or coach must leave the sideline areas, but if the player is a juvenile, s/he may remain in the control of a responsible adult unless an authorized adult is available to escort him/her from the field area.
- An ejected player or coach will receive an appropriate suspension left to the discretion of the tournament committee, unless the ejection occurs in the last game of the tournament for that team. In such case, the red card or ejection report will be forwarded to the jurisdiction of the governing body responsible for that coach or player's next official game.
- A player or coach serving a suspension, must notify the referee at the start of the match, and receive the referee's signature on his/her suspension fulfillment form at the end of the match. Once the entire suspension has been served, the player or coach may retrieve his/her player/coach pass by presenting his/her completed suspension fulfillment form to the appropriate tournament personnel.

TOURNAMENT COMPETITION

SCORING/DETERMINING WINNERS: Teams are awarded points on the following basis:

- Six (6) points for a win
- Three (3) points for a draw
- Zero (0) points for a loss
- One (1) point per goal (maximum 3 points) regardless of win, loss, or draw
- One (1) point for a shutout win
- Eight (8) points for a forfeit win (scored as a 1-0 shutout win)
- Minus one (1) point for each RED Card or two yellow cards issued to the same player/coach in the same match

TIE BREAKERS – PRELIMINARY MATCHES/BRACKET PLAY:

- Head to head competition
- Goal differential (up to a maximum of four goals differential per match)
- Goals against (limit 12)
- Goals for (limit 12)
- Most shutouts
- Kicks from the mark (penalty kicks)
- If teams are still tied at this point, the Tournament Director will give instructions for resolution.

Tie Breakers are applied recursively. If three or more teams are tied and a tie-breaker (other than kicks from the mark) causes one or more teams to drop from the tie, then the rules are again applied to the remaining ties beginning with head to head competition.

TIE BREAKERS – SEMIFINALS AND FINALS:

Semifinal and final matches tied at the end of regulation time will be decided by kicks from the mark, according to FIFA rules. There will be no overtimes.

TOURNAMENT DIVISION FORMAT

FOUR-TEAM DIVISIONS: Round-robin play. Each team will play the other teams in their division. At the end, the 1st and 2nd place teams will play for the championship and the 3rd and 4th teams will play for 3rd (3rd place games will only be played for U11 and under age groups).

FIVE-TEAM DIVISIONS: Round-robin play. Each team will play the other teams in their division. 1st, 2nd, 3rd places will be based on total points accumulated. There are no playoffs or finals.

SIX-TEAM DIVISIONS: Will consist of two (2) brackets (A and B) of three teams. Round-robin play in each bracket. After completion of bracket play, teams are seeded for cross over games. Winners of crossover games advance to Final game. Crossover games that end in a tie will go immediately to shootouts to determine which teams advance to the Final.

SEVEN-TEAM AND NINE-TEAM DIVISIONS: Each team in the bracket will play four (4) games in a randomly selected pattern. Ties count. Total points determine final placement.

EIGHT-TEAM DIVISIONS: Round-robin play on each side of the bracket. The team with the most points during round-robin play from each bracket advance to the Final.

TEN-TEAM DIVISIONS: Consist of a bracket (A) of four teams and two brackets (B and C) of three teams. Round-robin play will be played for all three brackets. The top two teams from bracket (B and C) play in Semi-Finals, then the winner plays top team in bracket (A) in Final. Consolation games are given to 2nd and 3rd place teams in bracket B and C (B #2 vs. C #2) (C#3 vs. B#3).

TWELVE-TEAM DIVISIONS: The 12 team flight is broken up into 4 brackets (A, B, C, and D) of 3 teams where on Saturday games, teams play Round-robin in their bracket. Sunday games consist of two semi-final games (A#1 vs. D#1, B#1 vs. C#1), four consolation games (A#2 vs. D#2, B#2 vs. C#2, A#3 vs. D#3, B#3 vs. C#3), and one final (championship) game.

HOME AND AWAY

HOME TEAM

- The home team is the team that appears first on the schedule.
- The home team is required to switch to alternative jerseys to accommodate a color conflict as declared by the referee. If the home team cannot supply an alternate jersey, they can wear a penny or practice shirt.
- Will take the north/east side of the field
- Will furnish 3 game balls (one to be left by each goalie)
- Will clean up their side of the line

VISITING TEAM

- The visiting team is the team that appears second on the schedule.
- Has choice of jersey
- Will take the south/west side of the field
- Will clean up their side of the line

SPECTATORS:

- Spectators shall be seated on the same sideline as their team, to the left of their team so as to not sit behind the Assistant Referee
- No spectators, coaches or parents may be along the end line or behind the goal.

DISPUTES

The Tournament Director(s) will settle all disputes and the decision is final. Tournament rules may be modified under extraordinary circumstances as deemed necessary by the Tournament Director(s).

INCLEMENT WEATHER CONTINGENCY PLAN

- In the event of inclement weather, the Tournament Director or their designee reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is the priority. The second is to protect our limited fields and facilities. All decisions are guided by these principles.
- All decisions made by the Tournament Director(s), Field Marshals, and /or Tournament Officials are final. Coaches will be informed of any anticipated changes in the schedule during player check-in or prior to scheduled games.
- As soon as information is aware it will be posted on the tournament website, emailed and if necessary phone calls will be made.
- All teams/managers/coaches are asked to remain flexible to the changes in fields/locations/game scheduled etc. as required.
 - If fields are unplayable games in question may be decided by penalty kicks.
 - If matches cannot be completed due to any reason tournament placement will be based upon the last fully completed round of play. Bracket tie breakers will be used to satisfy any ties that remain. If bracket tie breakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation.
 - In the unlikely event of game cancellation due to inclement weather, entry fees will not be refunded. Considerations will be made for credit for the next year's tournament.

GENERAL RULES – FACILITY SPECIFIED

- At no time are there to be any alcoholic beverages or tobacco (both chew and smoked) at Tournament sites.
- Absolutely no glass is allowed at Tournament Sites.
- Park in designated parking areas. Do not park along curbs in the sports complex. Overnight RV parking in the lot and in the desert areas are prohibited.
- Umbrellas/Canopies/Tents or other items cannot be staked into the fields. Weights should be used to secure them.
- Dogs are NOT allowed at the Reach 11 Sports Complex. You will be asked to leave the park.
- Skateboards and rollerblades are prohibited.

The Phoenix Rising Cup Rules follow the US Club-sanctioned tournament policy requirements. This document outlines the requirements to receive and maintain sanctioning for a youth soccer tournament in the state of Arizona.