

Arizona Soccer Association

2023



ARIZONA PRESIDENTS CUP FORMAT AND RULES

Updated 1/25/2023

DISCLAIMER

Arizona Soccer Association (ASA), in administering the Arizona Presidents Cup, reserves the right to make changes to these policies and rules as it deems necessary to provide interpretations of the policies and rules as to their intent. Typographical errors, omissions, and other errors do not change the scope, intent, or spirit of the policies herein.

1 JURISDICTION

- 1.1 Arizona Presidents Cup (herein referred to as Arizona Presidents Cup) is part of the US Youth Soccer Presidents Cup. The competition shall be under the jurisdiction of the Arizona Presidents Cup Committee (also known as the Cup Committee) as authorized by the Arizona Soccer Association (ASA) Board of Directors. The ASA CEO, and the Arizona Presidents Cup Committee reserve the right to make all decisions concerning the Arizona Presidents Cup competitions, keeping in mind the best interest of US Youth Soccer and the safety and welfare of the players, coaches, administrators, spectators, and Referees.
- 1.2 Unless otherwise provided in this policy, the decisions of the Arizona Presidents Cup Committee are final.
- 1.3 Under US Youth Soccer National Presidents Cup Policy, each State Association will operate a qualifying event or competition that will provide a champion to represent them in each division to the Far West Presidents Cup Tournament. As such, the rules of competition are determined solely by the Arizona Presidents Cup Committee as authorized by ASA Board of Directors and are not bound to any other rules of competition.

2 OBJECTIVE

The Arizona Presidents Cup is to provide a tournament for teams seeking a competitive environment to develop the individual players and the team. Determine a champion in each applicable age group and flight, within each gender and represent Arizona in the USYS Far West Presidents Cup Championships.

3 DEFINITION OF TERMS

- 3.1 Except as otherwise provided, the following definitions apply to this policy:
- 3.2 **Age Division:** US Youth Soccer's method of organizing competition by grouping players by birth year.
- 3.3 **Club:** The basic organization providing soccer to youth players that is an affiliate member club of a State Association.
- 3.4 **Eligibility to Play:** A player or team which is properly registered, not under suspension or in bad standing, and which is eligible to participate according to the rules of the competition.
- 3.5 **Foul and Abusive Language:** Verbal abuse or threats, including racial or ethnic slurs, whether or not directed to one or more individuals, including match officials.
- 3.6 **Guest or Loan Player:** A properly registered player participating in a competition for a team to which the player is not rostered. Note: Guest or Loan Players are NOT permitted in the Arizona Presidents Cup.
- 3.8 **Involuntary Release:** The removal of a player from a team's roster at the request of the team authorities.
- 3.9 **Participant:** Any player, coach, manager, or other persons associated with a team.
- 3.10 **Roster:** A list of the players who will participate in the competition.
- 3.11 **Rostering:** Assignment of a registered player to a team.
- 3.12 **Sanction:** The authorization extended by USSF or one of its affiliates to conduct an official competition and/or travel out of state and/or out of country.
- 3.13 **Spectator:** Any person who may be reasonably construed as being associated with a team present at a youth soccer event who is not a participant or official. Spectators are subject to all competition rules and procedures applicable to participants and the authority of the Referee.
- 3.14 **Suspension:** The temporary withdrawal of rights and privileges, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights

and privileges withdrawn unless specifically stated otherwise by the suspending authority.

3.15 Team Roster: A list of the registered players eligible to play for a team.

3.16 Team Representative: Any coach, manager, parent, or club official who has been delegated the right to represent a team.

3.17 US Youth Soccer National Presidents Cup Championship (National Presidents Cup): The competitions provided under the US National Presidents Cup Policy for the following boys and girls age groups: 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U and 19U.

Note: Arizona Presidents Cup competition is also provided for the 11 and Under (11U) and 12 and Under (12U) age groups but is not provided at USYS Far West or National Presidents Cup Championships.

3.18 Voluntary Release: The removal of a player from a team's roster at the request of the player.

4 ORGANIZATIONAL STRUCTURE

4.1 Levels of Competition

4.1.1 US Youth Soccer Presidents Cup shall be conducted at the following levels:

4.1.1.1 The first level of competition is at the State Association level (Arizona Presidents Cup).

4.1.1.2 The second level of competition is at the regional level (US Youth Soccer Far West Presidents Cup).

4.2 The third level of competition is at the national level (US Youth Soccer National Presidents Cup).

5 COMPETITION MANAGEMENT AND OVERSIGHT

5.1 The Arizona Presidents Cup will be managed by a Tournament Director (TD) appointed by ASA. The Tournament Director will administer the tournament under the oversight of the Arizona Presidents Cup Committee, ASA, and shall:

5.1.1 Coordinate daily competition activities.

5.1.2 Schedule games between teams participating in the competition.

5.1.3 Assign Referees or otherwise arrange for the assigning of Referees for scheduled games.

5.1.4 Track game results (scores) and team standings.

5.1.5 Notify the Cup Committee of any issues.

5.1.6 Has the authority to make any decisions that are in the best interest of the tournament.

5.2 The Arizona Presidents Cup Committee will be appointed by ASA's appointed Tournament Director. The committee shall:

5.2.1 Provide clarification and/or interpretations to competition policies and rules where no policies/rules exist or are otherwise unclear.

5.2.2 Provide recommendations to the policies and rules of the competition.

5.2.3 Oversee disciplinary matters, including, but not limited to:

5.2.3.1 Participant and spectator behavior

5.2.3.2 Game ejections/send offs

5.2.3.3 Game protests

5.2.4 Appeals of rulings by the Committee will be forwarded to the ASA Discipline and Rules Committee (D&R Committee).

5.3 The Tournament Director shall determine each year the dates for deadline for entry in Arizona Presidents Cup, as well as the entry and other fees or fines for the competition.

6 ELIGIBILITY

- 6.1** The Arizona Presidents Cup shall be open to all ASA 11U to 19U boys and girls teams registered and participated in the ASA through one of its appropriately affiliated leagues. Additionally, teams can also be granted approval by ASA based on ASA sanctioned competitions, or any other event approved by ASA. This includes being registered through ASA.
- 6.1.1.1 19U: 19U teams are not required to have participated in an ASA managed league.
 - 6.1.1.2 A player must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 201 and 209) and State Association.
 - 6.1.1.3 A player who has been suspended may play after the player's term of suspension has expired.
- 6.1.2 Where the Far West Presidents Cup has competitions for an age group, the Arizona Presidents Cup Champion for that age group must advance to the Regional Presidents Cup. Should a team not attend the regional competitions, the team and club will be responsible for the Far West Presidents Cup tournament entry fee and the regional fine(s) plus an ASA \$500 fine.
- 6.1.3 Where the National Presidents Cup is held for an age group, the winner of the Far West Presidents Cup must advance. Should a team not attend the National Presidents Cup, the team and club will be responsible for the National Presidents Cup tournament entry fee and the national fine(s), plus a \$500 ASA fine.
- 6.2** The ASA reserves the right to accept or reject any club or team application to the competition at its sole discretion.
- 6.3** A player may be registered on only one team at any time during Arizona Presidents Cup, US Youth Soccer Far West Presidents Cup, and US Youth Soccer National Presidents Cup.
- 6.4** Players and/or teams are eligible to participate in either the Arizona Presidents Cup or the Arizona State Cup Championship, but not both. See Policy on US Youth Soccer National Presidents Cup, Rule 302, Section 2 for player restrictions.

- 6.5** Prior to participation in the Arizona Presidents Cup, each club, team, and its players shall:
- 6.5.1 Be properly registered with ASA and rostered with the ASA in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules), US Youth Soccer National Presidents Cup Policy (Rules) and the ASA.
 - 6.5.2 Have paid the appropriate application fee and bond (where applicable) or have otherwise been approved by ASA for participation.
 - 6.5.3 Have paid the appropriate competition application fee and bond (where applicable) or have otherwise been approved by the ASA for participation.
 - 6.5.4 Are in good standing with ASA and are in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer.
- 6.6** Teams agree to play wherever and whenever they are assigned to play within the Arizona geographic area.
- 6.7** Any team found guilty of using an ineligible player is not eligible to compete further in the USYS Far West Presidents Cup or USYS National Presidents Cup competitions in the current seasonal year.
- 6.7.1 Any coach, manager, or official found guilty of knowingly using an ineligible player is not eligible to compete further in the USYS Presidents Cup Championship competitions in the current and subsequent seasonal year.
 - 6.7.2 A player found guilty of submitting falsified birth information is prohibited from competing further in USYS National Presidents Cup Championship competitions in the current and subsequent seasonal year. These matters will be referred to the ASA D&R Committee for further review and or disciplinary action.
 - 6.7.3 The team and member club are solely responsible for ensuring all player eligibility requirements are met.

7 CREDENTIALS

- 7.1** Each player and team official listed on the team's roster must carry the US Youth Soccer member pass issued by the ASA.
- 7.1.1 The member pass issued to each player and team official shall identify the club by name.
 - 7.1.2 The member pass must carry a current photograph (from the current seasonal year) of the player or team official.

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- 7.1.3 The member pass must be signed by the appropriate official of the ASA.
- 7.1.4 Forgotten or lost passes may be verified virtually by the Referee AND tournament site director.
- 7.1.5 Player or team official pictures must be in the GotSport system to verify virtually.

7.2 Each team is required to have a minimum of one (1) ASA credentialed Coach/Administrator on the sideline of each game.

- 7.2.1 A team may not have more than four (4) individuals designated as team or club officials for the team in the technical area on the sideline of any game.
- 7.2.2 Each team must have one (1) ASA credentialed Coach/Administrator that is identified as the Primary Coach in the technical area of each game, or the game will be forfeited. Teams have ten (10) minutes prior to the designated start time and if the game has begun, a proper ASA approved club Coach/Administrator must be present without a grace period. The Coach/Administrators from a different member club are not allowed/permitted.
- 7.2.3 Each Coach/Administrator must be:
 - 7.2.3.1 Officially registered to the same ASA member club.
 - 7.2.3.2 Visibly wears his/her pass such as on a lanyard around the neck.
 - 7.2.3.3 Identified on the official game card (first name, last name and ASA ID number may be written in on the game card)
- 7.2.4 Only four (4) properly ASA credentialed persons will be allowed in the team technical area.
 - 7.2.4.1 An ASA credentialed Director of Coaching (DOC) may be included as one (1) of the four (4) persons.
 - 7.2.4.2 Properly credentialed persons include any coach, assistant coach, manager, or administrator who:
 - 7.2.4.2.1.1 Is properly registered with the ASA and the club whose team is participating in the match.
 - 7.2.4.2.1.2 Is in good standing with both the ASA and the club whose team is participating in the match.
 - 7.2.4.2.1.3 Carries a current and valid ASA US Youth Soccer member pass.
- 7.2.5 Persons in the technical area, other than players, must have a credentialed pass for the club. Coaches/Administrators may be added to the official game card once the game has begun.

- 7.2.5.1 Failure to have an officially credentialed person with the team may result in the team forfeiting the game.

7.3 Proof of Age

- 7.3.1 Proof of age documents must be verified by club registrar prior to processing all ASA player registrations. ASA player registrations must be processed using legal names as listed on the proof of age document.
- 7.3.2 Proof of age shall consist of one of the following:
 - 7.3.2.1 Birth Certificate (photocopies are acceptable)
 - 7.3.2.2 Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the Uniformed Services of the United States
 - 7.3.2.3 Birth registration issued by an appropriate government agency, and/or board of health record
 - 7.3.2.4 Passport
 - 7.3.2.5 Alien registration card issued by the United States Government
 - 7.3.2.6 Certificate issued by the Immigration and Naturalization Service attesting to age or a certification of an American citizen born abroad by the appropriate government agency.
 - 7.3.2.7 Hospital, baptismal or religious certificates will not be accepted.
- 7.3.3 Proof of age documents in a language other than English must have an English translation attached to the original document.
 - 7.3.3.1 The ASA Foreign Translation Form must be used for this purpose.
 - 7.3.3.2 All translations will be dated and include the signature, address, and telephone number of the translator.
- 7.3.4 If a player has had a name change during the season, where the player's legal name no longer matches that on his/her player pass or birth certificate, the player will need to present an original legal affidavit (Court Order) showing such a change.
 - 7.3.4.1 Affidavits showing that a player is going by another name (but not legally changed) will not be accepted.
- 7.3.5 Credentials Challenge
 - 7.3.5.1 At any point prior to or during the competition, ASA may request a team to verify a player's age. Teams will have 48 hours (excluding weekends and holidays) to produce the original (no copies) proof-of-age documents to ASA office.

- 7.3.5.2 If an eligible player is found to be on a roster, regardless of if the player did not participate in a game, all games are forfeited, and the team will be removed from the competition.

7.4 Foreign Born Players

- 7.4.1 **ALL Foreign Born Players** must follow the US Soccer International Clearance Process regardless of citizenship.
<http://www.ussoccer.com/about/federation-services/intl-clearance>

7.5 Medical Release Form

- 7.5.1 A medical release form must be completed, signed by a parent or legal guardian, and accessible by the team official during the competition for all rostered players.
 - 7.5.1.1 Note: If the player has turned 18 years of age, a parent signature is not required.

7.6 Rosters

- 7.6.1 All players participating in the Arizona Presidents Cup must be officially registered to the team and listed on the official roster.
- 7.6.2 Every team in the Arizona Presidents Cup shall have a team roster for the competition and a game roster for every match of the competition.
- 7.6.3 A player may be rostered to only one team's President's Cup roster at each level of the National Championship competitions during the seasonal year.
 - 7.6.3.1 Team Roster
 - 7.6.3.1.1 The ASA will utilize GotSport software program to maintain the official roster. GotSport will be used to schedule the tournament and must replicate roster data that is in GotSport.
 - 7.6.3.1.2 The GotSport roster must include each player's name, ID number, Date of Birth, and jersey number.
 - 7.6.3.2 A team may release involuntarily a player from its Presidents Cup roster if the player has violated bylaws, policies, or requirements of the US Soccer, US Youth Soccer, ASA, or the member of the State Association through whom the player is registered.
 - 7.6.3.3 All information listed on the team roster must be verified by the appropriate ASA official and signed by that official prior to the start of the competition. The verification process will occur during the Tournament Check-In.

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7.6.3.4 Game Roster

7.6.3.5 The Game Roster will be the GotSport roster that will be printed onto the gamecard of each game to be played. Hand-written player names on the gamecard are not permitted. Hand-written players are ineligible unless approved by the Tournament Director.

7.6.3.6 At game day check-in, each team must notify the competition authority and/or Referee of any players who will not be participating in the match and cross out the player’s name.

7.6.3.7 Every player listed on the Game Roster must be listed on the Team Roster to be eligible to participate with the team in the Arizona Presidents Cup competitions. Note: Loan/Guest players and Club Pass players are not allowed.

7.6.3.8 Players on the game roster that are identified as ineligible should be reviewed prior to kickoff with a Tournament Director, Referee or delegate if needed.

7.6.4 Roster Deadline (Freeze Date)

7.6.4.1 The deadline for final rosters, including transfers, releases, and additions shall be 12:00pm MST/ARIZONA (noon ARIZONA time), no earlier than fourteen (14) days prior to the start of the Arizona Presidents Cup for each age group.

7.6.4.2 The deadlines will be posted in advance of the competition.

7.6.4.3 Teams may not request changes to the roster after the roster freeze date.

7.6.5 Roster Size Limitations

7.6.5.1 Players rostered on the Team Roster but not listed on the Game Roster for a specific game can sit on the sidelines as long as they are not suited up (dressed to play).

7.6.5.2 Non-Rostered individuals are not permitted on the team/player sideline area.

Age Group	Minimum on the Team Roster	Maximum on the Team Roster	Minimum on the Game Roster	Maximum on the Game Roster
11U	7 Players	16 Players	7 Players	16 Players

12U	7 Players	16 Players	7 Players	16 Players
13U	9 Players	22 Players	7 Players	18 Players
14U	9 Players	22 Players	7 Players	18 Players
15U	9 Players	22 Players	7 Players	18 Players
16U	9 Players	22 Players	7 Players	18 Players
17U	9 Players	22 Players	7 Players	18 Players
18U	9 Players	22 Players	7 Players	18 Players
19U	9 Players	22 Players	7 Players	18 Players

7.7 Team Credential Submittal

- 7.7.1 Prior to the Presidents Cup roster deadline (freeze date), ASA will post on its website and notify by email, deadline dates for teams to upload their credentials listed below into GotSport:
 - 7.7.1.1 ASA Player Passes with recent player photograph for each player
 - 7.7.1.2 ASA Coach/Administrator pass for each coach and team administrator
- 7.7.2 No roster changes are allowed after the roster freeze.

8 TEAM FORMATION

- 8.1 Teams in Arizona Premier League, Arizona State League (current season) or Open League Division 1 may apply for an age group 1 year up in the GOLD Division.
 - 8.1.1 Those teams may not apply for the Silver Division an age up.
 - 8.1.2 Teams in Open League Division 2 or lower may apply for the Silver Division a year up.
 - 8.1.3 **Exception:** 18U teams may play up in the 19U age group upon written request and subsequent approval by the Tournament Director.

- 8.2 A team may compete in only one (1) age group of the USYS National Presidents Cup Championships competitions during the seasonal year.

- 8.3 **Age Minimums**
 - 8.3.1 A team may have on its team roster only players of the following age groups for the seasonal year in which the team is participating in the Arizona Championships:
 - 8.3.1.1 For teams competing in the 13U, 14U, and 15U age groups, each player must be:

- 8.3.1.1.1.1 Of the age of the age group competition in which the team is participating in that seasonal year; OR
- 8.3.1.1.1.2 Of the age in either of the next two (2) younger age groups of that age group competition in which the team is participating in that seasonal year
- 8.3.1.2 For teams competing in the 16U, 17U, 18U, and 19U age groups, each player on the team must be:
 - 8.3.1.2.1.1 Of the age group of the age group competition in which the team is participating in that seasonal year; OR
 - 8.3.1.2.1.2 Of the age of any younger age group, through the 14U age group, of that age group competition in which the team is participating in that seasonal year.

8.4 Age Limits

- 8.4.1 Play in the Arizona Presidents Cup Championships shall be divided among teams by the age divisions established by US Youth Soccer.
- 8.4.2 Maximum age requirements for each age group are as follows:
 - 8.4.2.1 11U: 2012 and younger
 - 8.4.2.2 12U: 2011 and younger
 - 8.4.2.3 13U: 2010 and younger
 - 8.4.2.4 14U: 2009 and younger
 - 8.4.2.5 15U: 2008 and younger
 - 8.4.2.6 16U: 2007 and younger
 - 8.4.2.7 17U: 2006 and younger
 - 8.4.2.8 18U: 2005 and younger
 - 8.4.2.9 19U: 2004 and younger
- 8.4.3 GOLD DIVISION WINNERS of the age groups 13U to 19U advance to USYS Far West Presidents Cup Championships.

8.5 Continuity of Rosters

- 8.4.4 Teams advancing to the USYS Far West and National Presidents Cup must maintain a minimum of nine (9) players common to the team roster that was used in the Arizona Presidents Cup. Arizona Presidents Cup teams advancing to the USYS Far West and National Presidents

Cup must abide by US Youth Soccer's Presidents Cup Rules and Policies posted on the US Youth Soccer website.

9 PRECEDENCE OF GAMES

9.1 Arizona State Cup and Presidents Cup Championship games shall take precedence over all other ASA sanctioned and non-sanctioned youth games.

10 GENERAL PROVISIONS

10.1 These provisions shall govern all participants and spectators of the competition.

10.2 Each club shall designate the following representatives. One (1) individual may serve in multiple capacities.

10.2.1 Club Representative: Shall be responsible for attending competition meetings and disseminating information from the competition to the club's teams, players, parents, and other officials.

10.2.2 Club Registrar: Shall be responsible for the proper registration of its players, teams, and member club officials; proper accounting of fiscal transactions and accurate reporting to ASA.

10.3 Each member club is responsible for its players, coaches, managers, team officials, team representatives and spectator's adherence to the competition's provisions, policies, and rules. Each club shall ensure that the actions of all associated individuals, on and off the field, do not bring the Arizona Presidents Cup into disrepute.

11 COMPETITION FORMAT

11.1 The playing rules of the Arizona Presidents Cup shall conform to the FIFA/IFAB "Laws of the Game" and US Youth Soccer National Presidents Cup Rules, and ASA Rules & Regulations, except as modified by the Arizona Presidents Cup Rules.

11.2 The Arizona Presidents Cup is a state-wide competition. Games may be held anywhere in the state as designated by ASA.

11.2.1 The locations, dates of games, and times of games will be assigned at the sole discretion of the Tournament Director with advisement from the Cup Committee. Games will not be played on Easter weekend.

- 11.3** Flights and brackets will be formed based upon the number of entries in the specific age group.
- 11.4** All age groups shall be divided into brackets such that each team will play all other teams in its bracket one time (pool play). Depending upon the size of the age group, either the top team or the top two teams in each bracket will advance to the knockout phase. The knockout phase will, depending upon the size of the age group, commence with quarterfinals, semifinals, or directly to the finals. At any time during the knockout phase, should a team lose a match, the team will advance no further. The final two teams remaining in the knockout phase will play a single match for the championship.

11.5 Team Seeding and Bracket Positioning

11.5.1 The ASA Cup Committee will determine bracket format based on participating teams.

11.5.2 Teams participating will be seeded according to their final standings in Advanced Leagues.¹

11.5.2.1 Team seeding for the 12U – 19U age groups, will be done accordingly based on APL (application/performance based), State League 1 finish and then State League 2 finish respectively.

11.5.2.2 Team seeding for the 19U age group will be a blind draw, except for spots based on Advanced League finish.

11.5.2.3 Team seeding for the 11U age group will be a blind draw.

11.5.2.4 Placements from other affiliate leagues will only be considered if seedings up to #8 are not filled by State League applicants.

11.5.2.5 Arizona Open League Division 1 finish is the highest affiliate league to be considered for seedings up to the 8th position.

11.5.3 All other team positions in the tournament brackets will be decided by a “blind draw” by the Cup Committee.

¹ See Appendix C for Team Seeding Format

- 11.5.4 Teams are required to review their selection of preferred division prior to the Seeding and Bracket formation date established on the ASA website.
- 11.5.5 Changing divisions once brackets are released is not permitted.
- 11.5.6 Brackets will not be changed due to a team withdrawing or found ineligible after brackets are formed. If a team withdraws from the bracket prior to the start of competition the remaining teams would be awarded a BYE an/or forfeit win.
- 11.5.7 Teams which withdraw from the competition or are found ineligible after March 14th, 2023, will forfeit their entry fee including any administration fee(s).
- 11.5.8 Teams withdrawing after the schedules have been released will be subject to forfeiting their scheduled games, team entry fee and additional fines.
- 11.5.9 Teams which withdraw from the competition or forfeit a Championship Match that is subject to a berth at Regionals as Champion or as Wildcard will result in an additional fine and or suspension from future ASA Presidents Cup or State Cup Championships.

12 MATCH RULES AND POLICIES

12.1 Scheduling of Games

- 12.1.1 All games are to be played as scheduled.
 - 12.1.1.1 Schedules may be updated weekly and posted to the ASA website on Tuesdays by 5:00 pm MST or at the earliest possible opportunity.
 - 12.1.1.2 It is the team's responsibility to verify game dates, times, and locations from the most current version of the schedule, including the team's home or away designation.
 - 12.1.1.3 In the event schedule changes are made after Tuesdays at 5:00 pm MST, affected teams involved will be notified through email, text, or phone call.
- 12.1.2 The Tournament Director will make every effort, but will not guarantee, to schedule games around the following (in order of precedence):
 - 12.1.2.1 **SAT or ACT Tests**

- 12.1.2.1.1 Teams must be prepared to play if scheduled start times conflict with SAT or ACT tests.
 - 12.1.2.2 **Coaches with Multiple Teams (2 teams maximum will be considered)**
 - 12.1.2.2.1 Coaches must be under the same GotSport account for both teams.
 - 12.1.2.2.2 Coach conflicts will only be considered if teams are in the same event.
 - 12.1.2.2.3 Teams must be prepared to have ASA credentialed substitute coaches available in case of a scheduling conflict.
 - 12.1.2.2.4 Please note, this only applies to pre-determined games (group-play) What-if scenarios will not be considered.
 - 12.1.2.3 **High School Proms** (for 17U,18U, and 19U players only)
 - 12.1.2.3.1 The tournament director will make best efforts, to start games no later than 12pm and end games by 2:00pm the day of any known prom.
 - 12.1.2.4 Teams **must** notify the tournament director, in writing in the tournament application at the time of registration, of prom dates prior to the start of the Arizona Presidents Cup Championships which will impact their team. If notification is not furnished in advance, games will be scheduled as normal.
 - 12.1.2.5 Teams **must** notify the tournament director, in writing in the cup application at the time of registration, of multiple player conflicts for SAT or ACT tests, prom dates, or other identified exceptions prior to the start of the Arizona President’s Cup which will impact their team. If notification is not furnished, games will be regularly scheduled.
- 12.1.3 Once the schedule has been published, the dates and times of games may not be changed except for the following reasons:
- 12.1.3.1 The field is closed by the city or other governing entity.
 - 12.1.3.2 Inclement weather.
 - 12.1.3.3 Scheduling errors. Coaching conflicts do not apply.
 - 12.1.3.4 Changes resulting from a protest decision.
 - 12.1.3.5 Coaching conflicts in the quarterfinals, semifinals, and finals – to be determined by the Tournament Director.

12.1.3.6 When the Tournament Director/ASA determines it is in the best interest of the competition.

12.2 Check-In (Game Day)

12.2.1 ASA will print gamecards complete with rosters for each team and bring them to the fields.

12.2.1.1 It is the responsibility of the team to ensure that each coach/administrator (up to four (4) total) are listed (**typed or written**) on the gamecard. It is not required that the DOC is listed on the gamecard.

12.2.2 Each team, with their player passes, must check in at the designed Presidents Cup Check-in tent at least 30 minutes prior to the scheduled start of the match.

12.2.2.1 A team must have at least 7 players in order to check in. Late arriving players must check-in at the designated check-in tent upon arrival and prior to playing in the match.

12.2.2.2 A coach/administrator (one who has an official pass for the club) is required to be with the team during check in. Teams will not be checked in without an ASA credentialed coach/team administrator present.

12.2.2.3 At check-in, the team must identify the primary coach for that game.

12.2.2.4 Except for the DOC, all coaches/administrators who will be in the technical area for a game must:

12.2.2.4.1 Have a current US Youth Soccer pass of the participating club.

12.2.2.4.2 Identify his/herself to the Referee and appropriate tournament administrator.

12.2.2.4.3 Be listed on the game roster.

12.2.2.5 Coaches/Administrators must notify game official of any player not participating in the match. Game official must cross off the name(s) of any player not participating on the official game card.

12.2.2.6 Passes for players not participating in the game or who are arriving late must be removed from the ring and retained by the coach/administrator.

12.2.2.7 Players arriving late must check in individually with the match Referee at the field. Player must present in full uniform with player pass.

- 12.2.3 All players, including the goalkeeper, must be dressed in full uniform to play at the time of check-in.
- 12.2.3.1 Uniforms (including jerseys, shorts, and socks) must be identical. Minor variations may be allowed, subject to approval by tournament staff and the Referee.
- 12.2.3.2 Each player shall have a number on his/her jersey. The number shall be permanently affixed (not taped) to the back of the jersey and shall be clearly visible and legible. Each player on a team must wear a number different from the number of every other player on the team. Numbered jerseys for goalkeepers are optional; however, they are strongly recommended. Duplicate and/or taped numbers are not permitted. Teams may be fined a minimum of \$50 for each violation/occurrence.
- 12.2.3.3 Player and substitutes may not change or remove their jersey/numbers during the match (an exception is made when substituting for a goalkeeper) without approval from the Referee (example: blood on jersey).
- 12.2.3.4 Socks/stockings must be pulled up to cover the shin guards completely. Teams will not be allowed to wear one color sock on one leg and another color sock on the other leg. Tape or any other material applied or worn externally must be the same color as that part of the sock it is applied to or cover.
- 12.2.3.5 Only undergarments /undershirts (sliders, long sleeves, etc.) must be the same color as the predominant/main color of the shirtsleeves; undershorts must be the same color of the shorts or the lowest part of the shorts – players of the same team must wear the same color.
- 12.2.3.6 Both teams shall have two (2) sets of uniforms for the tournament. The home team as designated in the gamecard, will wear the team's lightest colored jersey and socks. The visiting team will wear the team's darkest colored jersey and socks. If, in the opinion of the Referee, there is a color conflict, both teams are wearing similar colored jerseys and/or socks, the home team must change to its alternate jersey and/or sock. If an alternate jersey is unavailable, the home team may wear pinnies to differentiate the two teams. The Referee's decision is final.

- 12.2.3.7 Goalkeepers must wear colors that distinguish them from other players and match officials.
 - 12.2.3.8 At the direction of the Referee, a goalkeeper may be required to change jerseys, regardless of home/visitor status.
 - 12.2.3.9 Jerseys shall be neatly tucked into the shorts.
 - 12.2.3.10 Players will not be allowed to wear jewelry of any kind, including wrist bands. Exception: Allowances may be made for medical alert bracelets and necklaces approved by the Referee. These must be taped down.
 - 12.2.3.11 Hair control devices made of metal, plastic, or other hard material will not be allowed.
 - 12.2.3.12 Metal Studded Cleats are not allowed.
 - 12.2.3.13 Non-dangerous protective equipment, for example headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted, as are goalkeepers caps and sports spectacles.
 - 12.2.3.14 Players with splints, casts, braces, or other such devices may participate, if, in the opinion of the Referee, these devices do not present a danger to any player.
- 12.2.4 Players will line up in single file, each facing the tournament administrator. The administrator will:
- 12.2.4.1 Inspect the equipment and uniform of each player.
 - 12.2.4.2 Read the players' names, one by one, from the roster noted on the gamecard.
 - 12.2.4.3 Upon hearing his/her name, the player will raise his/her hand to allow the Referee/administrator to identify the player with the corresponding player pass picture.
 - 12.2.4.4 The player will then turn around to allow the Referee/administrator to read his/her jersey number. The Referee/administrator will then check off the player on the game roster/gamecard as being present and ready to play.
 - 12.2.4.5 Players listed on the game roster but not present at check-in, will be crossed off the game roster if not participating or noted as coming late.
 - 12.2.4.6 Players may not change jerseys upon completion of the check-in. Exception: Goalkeepers coming off the field may provide their keeper jersey to the substitute player coming on in his/her place.

- 12.2.4.6.1 If a player changes jerseys after the check-in process, the entire team may be required to go through the check-in process again.

12.3 Game Officials

- 12.3.1 Any Referee appointed to officiate in any Arizona Presidents Cup Championships competition game may not be a past or present member or have an immediate family member of either of the competing teams.

12.4 During the Game

- 12.4.1 Both teams and team spectators will sit according to the seating layout in Appendix B.
 - 12.4.1.1 Only coaching from the technical area will be permitted, provided the guidelines are followed.
 - 12.4.1.1.1 Coaching is defined as “giving direction to one’s own team on points of strategy and position”.
 - 12.4.1.1.2 Continuous and/or non-stop direction will not be permitted.
 - 12.4.1.1.3 Coaches must remain within the technical area, defined as 15 yards on the team’s side of the halfway or midfield line.
 - 12.4.1.1.4 Spectators are not permitted to coach.

12.5 Spectators

- 12.5.1 Spectators shall be seated according to the seating layout in Appendix B. Spectators should remain at least three (3) feet or as indicated by field markings behind the touchline.
- 12.5.2 The tournament committee, tournament director and/or the Referee reserves the right to restrict where spectators may sit depending on the field situation.
- 12.5.3 Coaches or team administrators are responsible for the behavior of their spectators. Referee and tournament officials have full authority to remove spectators and the Referee may caution and/or send off a coach or team administrator for spectator behavior.
- 12.5.4 The Referee may 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. A Referee does not have to physically present a red card to demonstrate and/or confirm that a player,

coach, team official, or bench personnel has been dismissed or sent off a match.

12.5.5 Duration of games and ball sizes shall be as follows:

Age Group	Game Length	Overtime	Ball Size	Ball Circumference	Ball Weight
17U, 18U, 19U	Two 45' halves	Two 15' periods	No. 5	27-28 in.	14-16 oz..
15U, 16U	Two 40' halves	Two 15' periods	No. 5	27-28 in.	14-16 oz.
13U, 14U	Two 35' halves	Two 10' periods	No. 5	27-28 in.	14-16 oz.
11U, 12U	Two 30' halves	Two 10' periods	No. 4	25-26 in.	14-16 oz.

12.5.5.1 Halftime for all age groups will be ten (10) minutes unless indicated by Tournament Officials.

12.5.5.2 Bracket play will end at regulation time. During bracket play, tie games at the end of regulation time will stand. During quarterfinals, semifinals, and finals, if a game is tied at the end of regulation play, two (2) complete overtime periods will be played as provided Rule 12.5.5 will be played at the end of regulation play. If the game is still tied after the end of the two (2) overtime periods, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.

12.5.5.3 If the score of a consolation game is tied at the end of regulation time, the game will be declared a tie. There will be no overtime periods or FIFA “Kicks from The Penalty Mark” rules will apply in order to determine the winner.

12.5.6 Inclement Weather / Suspended / Abandoned Games

12.5.6.1 If, as determined by the tournament director, cups committee, ASA and/or Referee, inclement weather or unforeseen circumstance affects the Presidents Cup competition, the following rules will apply regarding play and the determination of the winning team, in the order stated:

12.5.6.1.1 If play is suspended or the start of play is delayed, the Tournament Director may eliminate overtime

periods during quarterfinals, semifinals, and finals (bracket play can end in a tie). If the game is tied at the conclusion of regulation playing time, the game will go immediately to FIFA “Kicks from the Penalty Mark”.

12.5.6.1.2 The game length may be reduced to 70 minutes for the 17U, 18U, and 19U age groups, 60 minutes for the 15U and 16U age groups, 50 minutes for the 13U and 14U age groups and 40 minutes for the 11U and 12U age groups. If the game is terminated beyond these times, the result of the game will stand. If the game is tied or does not reach those times, then advancement in the competition will be determined by FIFA “Kicks from the Penalty Mark”.

12.5.6.1.3 A game abandoned after the completion of the 1st half will be considered a complete game and the score at the point of the cancellation will be recorded.

12.5.6.1.4 Abandoned or terminated games due to any cause shall be replayed if neither team is at fault and play was stopped in the 1st half of the match. If play is stopped during the second half and play cannot be resumed and if neither team is at fault, the tournament director may deem the game complete. However, if play is stopped at any time due to one of the teams being adjudged to be at fault, it shall be at the discretion of the tournament director whether the game is to be replayed or declared a forfeit.

12.5.7 **Substitutions**

12.5.7.1 Substitutions shall be unlimited and be made during any stoppage in play with the permission of the as detailed below;

12.5.7.1.1 The player being substituted must leave by the nearest point of the boundary line unless the Referee indicates that the player may leave

directly and immediately at the halfway line or other point (e.g., for safety/security or injury)

12.5.7.1.2 Players may not exchange jerseys with a player coming off the field,

12.5.7.1.3 The substitute only enters:

12.5.7.1.3.1 During stoppage in play

12.5.7.1.3.2 At the halfway line

12.5.7.1.3.3 After the player being replaced has left

12.5.7.1.3.4 After receiving approval from the Referee.

12.5.7.2 If a player is suspected of suffering a possible head injury they must be substituted for evaluation. If the player with the suspected head injury has received clearance from the events' Health Care Professional or certified athletic trainer, the player may re-enter at any stoppage of play with the permission of the Referee.

12.5.7.2 A team may forfeit if seven (7) players are not ready to play within 10 minutes of the scheduled game time. Team forfeitures will result in that team being removed from the tournament.

12.6 Game Conclusion

12.6.1 At the conclusion of the match, if there are no send offs or possible head injuries or diagnosed head injuries, the Referee will have the team representative sign the game cards, return the player passes to the team, and submit the completed gamecard to the tournament headquarters. If there are send offs or possible head injuries or diagnosed head injuries, the pass will be pulled and turned into headquarters along with the gamecard.

12.6.2 Upon receipt of the completed game card and verification that no send offs/red cards were issued, and no possible head injuries or diagnosed head injuries noted, the coach/administrator will:

12.6.2.1 Sign the gamecard, acknowledging the score.

12.6.2.2 By signing the gamecard, acknowledge that player passes have been returned to the team.

12.6.2.3 At the conclusion of the match, both coaches or team administrators must sign the original gamecard, and copies, if presented. The Referee will keep the original gamecard and present it to the field marshal or tournament official. The tournament staff shall report the score in the scheduling system,

noting yellow/red cards, and send the hard copies to the ASA office.

12.6.3 Game cards shall be kept on file at the ASA office until the end of the Arizona Presidents Cup for that seasonal year.

12.6.4 Teams/Parents are required to clean their bench and spectator areas after the game of any trash.

12.7 Team Scoring

12.7.1 For purposes of defining team standings during bracket play, teams will earn the following points during bracket play:

12.7.1.1 Win or Win by Forfeit = 3 points²
Forfeit games scored 3-0.

12.7.1.2 Tie = 1 point

12.7.1.3 Loss = 0 points

12.7.2 Tie Breakers. The following criteria shall be used, as tie breakers when two or more teams are tied in points in divisional standings, tie-breaker will be considered in order until the tie is broken, then restarted to break the remaining tie.

12.7.2.1 Two Way Tie Breaker.

A) Head-to-head competition between the tied teams

B) Most wins.

C) Goal differential (goals scored minus goals allowed) with a maximum differential of three (3) goals per match.

D) Least goals allowed.

E) Kicks from the penalty. These will be scheduled, if needed, by the ASA Presidents Cup Tournament Director. Teams involved will be notified as soon as a time and location are set.

F) If, in the opinion of the event ASA Presidents Cup Tournament Director, additional steps are required to ensure the safe conclusion of the competition are needed, those decisions will be communicated to all affected teams before they are implemented.

12.7.3.2 More than Two Teams Tied. If more than two teams are tied at the end of the preliminary round, the tie-breaking criteria

² Forfeit games are scored as a 3-0 victory.

listed in this section will be used in the order shown, beginning at 12.7.2.1 B), to either advance or eliminate one team. The remaining teams will then be compared beginning with 12.7.2 B) to determine the final placement. Example as follows:

- 12.7.3.2.1 Most wins.
- 12.7.3.2.2 Goals differential (goals scored minus goals allowed). A limit of four will be counted per match.
 - 12.7.3.2.2.1 IF two teams will have the same high differential and one will be lower. Eliminate the team with the lowest differential.
 - 12.7.3.2.2.2 IF two teams will have the same low differential and one will be higher. ADVANCE the team with the highest differential.
 - 12.7.3.2.2.3 IF each of the three teams will have a different differential. ELIMNATE the team with the lowest differential since that is the team that would go away under the current policy of only eliminating a team.
- 12.7.3.2.3 Least goals allowed in all games.
- 12.7.3.2.4 Coin toss per FIFA regulation – Drawing of Lots (if more than 3 teams still tied). Kicks from the penalty mark per FIFA law (if 2 teams still tied). These will be scheduled, if needed, by the ASA’s Tournament Director. Teams involved will be notified as soon as time and location are set.
 - 12.7.3.2.4.1 The first team drawn will receive the bye
 - 12.7.3.2.4.2 The next team drawn will be the home team against the remaining team in the first contest of penalty kicks.
 - 12.7.3.2.4.3 The winner of the first contest will then compete against the bye team in penalty kicks to determine the round

robin winner. The bye team will be the home team.

12.8 Forfeits

- 12.8.1 A team shall forfeit each game of the team in which:
 - 12.8.1.1 An ineligible player was with the team at the game in a uniform.
 - 12.8.1.2 A player was improperly entered on the team's roster.
 - 12.8.1.3 The team no longer has a proper credentialed team coach/official on the team bench.
 - 12.8.1.4 The team has withdrawn from the competition once schedules have been released or are unable to field the minimum number of players needed for the game.
- 12.8.2 A forfeit from any match will result in the removal of the team from the competition and the club being fined \$500 and will forfeit its entry fee in the competition.
- 12.8.3 Forfeits and failure to compete at the state level shall be a matter of review by the Cup Committee. The ASA Board of Directors shall have the authority to take additional action against the team and/or club as the Board considers appropriate.
- 12.8.4 Any team or club failing to give adequate notice of intention to forfeit/no show may have additional penalties imposed.
- 12.8.5 Any team intending to forfeit games at the level of the Regional or National Presidents Cup must give notice to the ASA and to its Regional Director and the Chairman of its Regional Presidents Cup Committee in accordance with the region's policies and procedures. The notice shall include the reason for the forfeit. The Team and Club will be responsible for any Fines at the Regional or National Championships.
- 12.8.6 At the discretion of the ASA Board of Directors or its designee, any team proven guilty of violating this policy or any other requirement of US Youth Soccer shall be subject to sanctions including, but not limited to, forfeiture of all games and the preceding competition and fines and suspensions.
- 12.8.7 Match Manipulation at all levels. Teams failing to compete in the spirit of the competition or are involved in the manipulation of a game result are subject to forfeiture and disqualification from all levels of the competition.

- 12.8.7.1 If flagrant failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.
- 12.8.7.2 If corrective action is not taken, the team or teams will be subject to forfeiture and/or disqualification.

13 DISCIPLINE

13.1 Committee

- 13.1.3 The tournament director shall appoint the site coordinator as chairman of the discipline committee at each game site.
 - 13.1.3.1 The Chairman shall convene a Committee that shall be made up of at least three (3) individuals not connected with the club, team, or age group of any parties involved in the discipline.
 - 13.1.3.2 The Discipline Committee's will review possible disciplinary action based on reports received from Referees involving teams, coaches, players, or other individuals.

13.2 Discipline

- 12.2.1 MINIMUM Red Card Suspensions Standards
 - 12.2.1.1 Suspension Table (**APPENDIX A**) ASA reserves the right to add additional game suspensions as warranted.

13.3 Player Ejections and Suspensions

- 13.3.1 Players dismissed/sent off from a match may be required to leave the team bench area and field of play if proper adult supervision is available. If there is not proper adult supervision available, the player that was dismissed/sent off may remain in the team technical area/bench area so long as they remain out of uniform and behave in a responsible manner.
 - 13.3.1.1 It is suggested that an assistant coach/trainer escort the dismissed/sent off player from the team bench area.
 - 13.3.1.2 If the player acts irresponsibly, the Referee will note the behavior on the match report and the Tournament Discipline Committee will be advised so that the appropriate punishment will be given.

- 13.3.2 A player who is dismissed/sent off from any Arizona Presidents Cup game is prohibited from participating in the next immediately following Presidents Cup Series or State Cup Championship Series game played by the player's team. A player may receive more than a one (1) game suspension.
 - 13.3.2.1 Forfeitures or bye games do not count towards fulfillment of game suspensions.
 - 13.3.2.2 Suspensions not completed during the current Arizona Presidents Cup, Far West Presidents Cup, or National Presidents Cup Tournament will be served the following year during State Cup or Presidents Cup.
 - 13.3.2.3 A player who has been suspended may play after the player's term of suspension has been served.
- 13.3.3 Players serving a suspension must check-in with the team and inform the tournament staff that they will be serving a suspension in the upcoming game.
 - 13.3.3.1 Players that are suspended may NOT be dressed in uniform but may not sit with the team during games while serving the suspension.
 - 13.3.3.2 Players must check-in with the Referee at the field to confirm that the player will not be participating in the game.
- 13.3.4 Any team coaches/players/spectators receiving two (2) Red Cards and/or dismissed/sent off throughout this competition shall be reviewed by the tournament director and tournament disciplinary committee for additional disciplinary review and action but not limited to removal from the competition.
- 13.4** Players involved in fights will be suspended from Arizona Presidents Cup competition immediately.
 - 13.4.1 If entire teams or portions of teams are involved in a fight, a determination will be made as to the guilty team.
 - 13.4.2 If it is found that one or both teams are at fault, the guilty team(s) may be removed from the Arizona Presidents Cup competition.
- 13.5** Only the Head Coach (with permission from the Referee) may leave the technical area or the team area and enter the field of play to stop or prevent an altercation.
 - 13.5.1 Any other Players/Coaches that leave the sideline or the team area and enter the field to join an altercation shall immediately be removed from the Arizona Presidents Cup competition and shall not be allowed to participate further until the incident is reviewed by the discipline committee. Any

suspension/removal shall carry over into the regional and national competitions.

- 13.5.2 Penalty for violating 12.5.2 is a minimum of three (3) game suspension for each player, coach, or team official that enters the field without permission of the Referee. The club of the team with the rule violation may also be fined \$500.

13.6 Coach Ejections and Suspensions

- 13.6.1 Coaches dismissed/sent off from a match are required to leave the vicinity of the field.
- 13.6.1.1 The Coach will be given three (3) minutes to leave the field area to the satisfaction of the Referee.
- 13.6.1.2 A coach dismissed/sent off must cease his coaching duties immediately. No other information regarding match strategy may be disseminated to coaches, players, or other individuals. Match strategy cannot be disseminated via phone, cell phone, messengers, or other means.
- 13.6.1.3 Failure to adhere to this policy could result in further suspension to the coach and forfeiture of the match for the team.
- 13.6.2 Coaches, team officials and team administrators who are dismissed/sent off from a match will be subjected to the minimum suspensions listed on Appendix A.
- 13.6.2.1 Suspensions not completed during the current Arizona Presidents Cup, Far West Presidents Cup, or National Presidents Cup will be served the following year during State Cup or Presidents Cup.
- 13.6.2.2 A coach or team administrator who has been suspended may resume coaching/administrating duties after the term of the suspension has been served.
- 13.6.2.3 A primary coach who has been suspended must serve his/her suspension with the team he/she received the red card suspension.
- 13.6.2.4 A Coach, team official or team administrator who is rostered to multiple teams must serve his/her red card suspension at their next scheduled game regardless of team.
- 13.6.3 Coaches facing a suspension of more than three (3) games shall be excluded from participating with any and all teams until the suspension has been served. Coaches receiving multiple ejections/suspensions will

be reviewed by the ASA Discipline Committee to determine if additional sanctions are necessary.

13.6.4 If an assistant coach, or other coach not listed as the primary coach for that team, is dismissed/sent off, the assistant coach will serve the suspension with his/her primary team.

13.6.4.1 Note: The primary coach of the team will be suspended for the same amount of time as the assistant coach. The primary coach will be allowed to remain in the game at which the assistant coach was ejected.

13.7 Coaches are Responsible for Enforcement of Suspensions

13.7.1 If a player or coach participates in a game in which they should have been suspended, the team will be deemed to have used an ineligible player and will forfeit the game and could be removed from the Arizona Presidents Cup competition.

13.7.2 This incident will be forwarded to the ASA Tournament Protest and Appeals Committee for further review and or additional disciplinary action.

13.7.3 Coaches and team officials shall be subject to all rules pertaining to misconduct contained in this policy, including cautions, being dismissed/sent off, and standard suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of US Youth Soccer. Any coach or team official shall be held responsible for the actions of any individual at any game that, in the opinion of the Referee, is a supporter of that team.

13.7.4 Individuals may be suspended indefinitely by the Tournament Director or Tournament Discipline Committee until additional investigation is completed.

13.8 Directors of Coaching and Technical Directors

13.8.1 Suspensions will be served for the remainder of the day in which the ejection occurred and the following day of competition, provided that director's club has teams playing the next competition day.

13.8.1.1 If the director's club does not have any games on the next competition day, the suspension will be served on the next competition day that the director's club has teams playing games.

- 13.8.1.2 During the suspension, the director may not assist in **any** of the games registered with the director's club.
- 13.8.2 If a director is dismissed/sent off while on the sideline for a game in which the director is not the head coach, the head coach of that team will also receive a one (1) game suspension to be served in the team's next game. The head coach will be allowed to remain in the game at which the director was sent off.

14 PROTESTS AND APPEALS

14.1 Committee

- 14.1.1 The Tournament Protest and Appeals Committee shall be chaired by ASA Presidents Cup tournament director or his/her designate.
 - 14.1.1.1 The Committee, appointed by the Chairman, shall be made up of at least three (3) persons not connected with the club, team, or age group of any parties involved in the protest/appeal.
 - 14.1.1.2 The Tournament Protest and Appeals Committee's primary responsibility will be to hear game protests as well as appeals received from actions taken by the tournament discipline committee or tournament director.

14.2 Protests

- 14.2.1 Only protests of misapplication of the Laws of the Game will be considered including but not limited to the discretion of the Referee.
 - 14.2.1.1 **PROTESTS OF JUDGEMENT CALLS BY THE REFEREE WILL NOT BE ACCEPTED.**
 - 14.2.1.2 **Red cards cannot be protested.**
 - 14.2.1.3 Notification must be orally lodged by a team official listed on the team roster involved in the game with the Referee and with the opposing coach at the game site before entering the field of play or leaving the game site.
 - 14.2.1.4 The complete protest must be filed by a team official listed on the team roster involved in the game with the Tournament Director within **two (2) hours** after the completion of the game being protested at GotSport Forms – 2023 Presidents Cup Protest Submission Form, accompanied by:
 - 14.2.1.5 A non-refundable protest filing fee in the amount of \$250.00 must be paid when the protest is submitted. Failure to make

payment within the 2-hour time frame will void the protest and result in an improperly filed protest.

- 14.2.1.6 Must include full particulars of the grounds on which the protest is lodged; and
- 14.2.1.7 Any information to be presented by witnesses in writing.
- 14.2.1.8 Protests must be submitted online on GotSport Forms – 2023 Presidents Cup Protest Submission.
- 14.2.2 Any protest relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the Referee and the opposing coach prior to the start of the game.
- 14.2.3 The chairman of the Tournament Committee with which the protest is properly lodged shall on receipt of the protest notify the team against which the protest is made and shall send a notice or copy of the protest and all particulars to that team, which will then have the right to defend its case, with or without witnesses.
- 14.2.4 A plea of ignorance to the rules and regulations of the Arizona State, Far West Presidents Cup, and/or National Presidents Cup competitions is not sufficient grounds for a protest or appeal. Violators may expect appropriate action by the ASA.
- 14.2.5 It is the responsibility of the Tournament Protest and Appeals Committee, and/or the ASA to investigate a properly protested violation immediately following its receipt. Failure to cooperate with that investigation shall result in disciplinary action up to and including suspension.
- 14.2.6 Hearings regarding protests will be closed.
 - 14.2.6.1 To facilitate the tournament timetables, the hearing guidelines are modified.
 - 14.2.6.2 Notice of specific charges or alleged violations may be communicated to the party or designee in writing, via e-mail, via phone or via cell phone.
 - 14.2.6.3 All decisions rendered by the tournament protest and appeals will be communicated to the party/or designee in writing, via e-mail, via phone or via cell phone.

14.3 Appeals

- 14.3.1 An appeal of the Tournament Protest and Appeals Committee decisions must be in writing and filed online on GotSport Forms – 2023 Presidents Cup Appeal Submission. within 2 hours of written

notification of the decision. The GotSport Forms – 2023 Presidents Cup Appeal Submission must be accompanied by:

- 14.3.1.1 A non-refundable filing fee in the amount of \$250.00 for appeals to be paid within 2-hours. Failure to make payment within the 2-hour time frame will void the appeal, and will result in an improperly filed appeal
 - 14.3.2 Immediately following the filing of an appeal ASA:
 - 14.3.2.1 Will inform all parties involved of the appeal.
 - 14.3.2.2 Provide all parties with copies of any documentation filed in the appeal.
 - 14.3.2.2.1 The initiator of the protest will have 24 hours to respond to the appeal.
 - 14.3.3 Appeals of the Tournament Protest and Appeals Committee decisions must be in writing and filed online on GotSport Forms – 2023 Presidents Cup Appeal Submission within 24 hours of written notification of the decision.
 - 14.3.4 The Tournament Protest and Appeals Committee will meet in closed session within a reasonable time to decide on the appeal.
 - 14.3.5 Per US Soccer, decisions made on protests and appeals by the ASA Protest and Appeals Committee are binding and allow that competition to proceed.
 - 14.3.6 Regional and National Appeals Committees will NOT accept appeals related to State competition.
 - 14.3.7 In instances where the ASA Rules and Regulations and the US Youth Soccer National Presidents Cup Rules differ, the US Youth Soccer National Presidents Cup Rules will prevail.
- 14.4** The Tournament Committee and/or ASA, upon finding grounds for a protest or appeal, may elect, but not limited to:
- 14.4.1 Replay the match in its entirety
 - 14.4.2 Restart play at the beginning of the second half
 - 14.4.3 Restart play at the beginning of any overtime period
 - 14.4.4 Restart play from the point at which the protest/appeal references
 - 14.4.5 Let the match result stand.
- 14.5** Any part to a protest or appeal shall be accorded the right to be assisted in the presentation of the party's case at the protest or appeal proceeding.

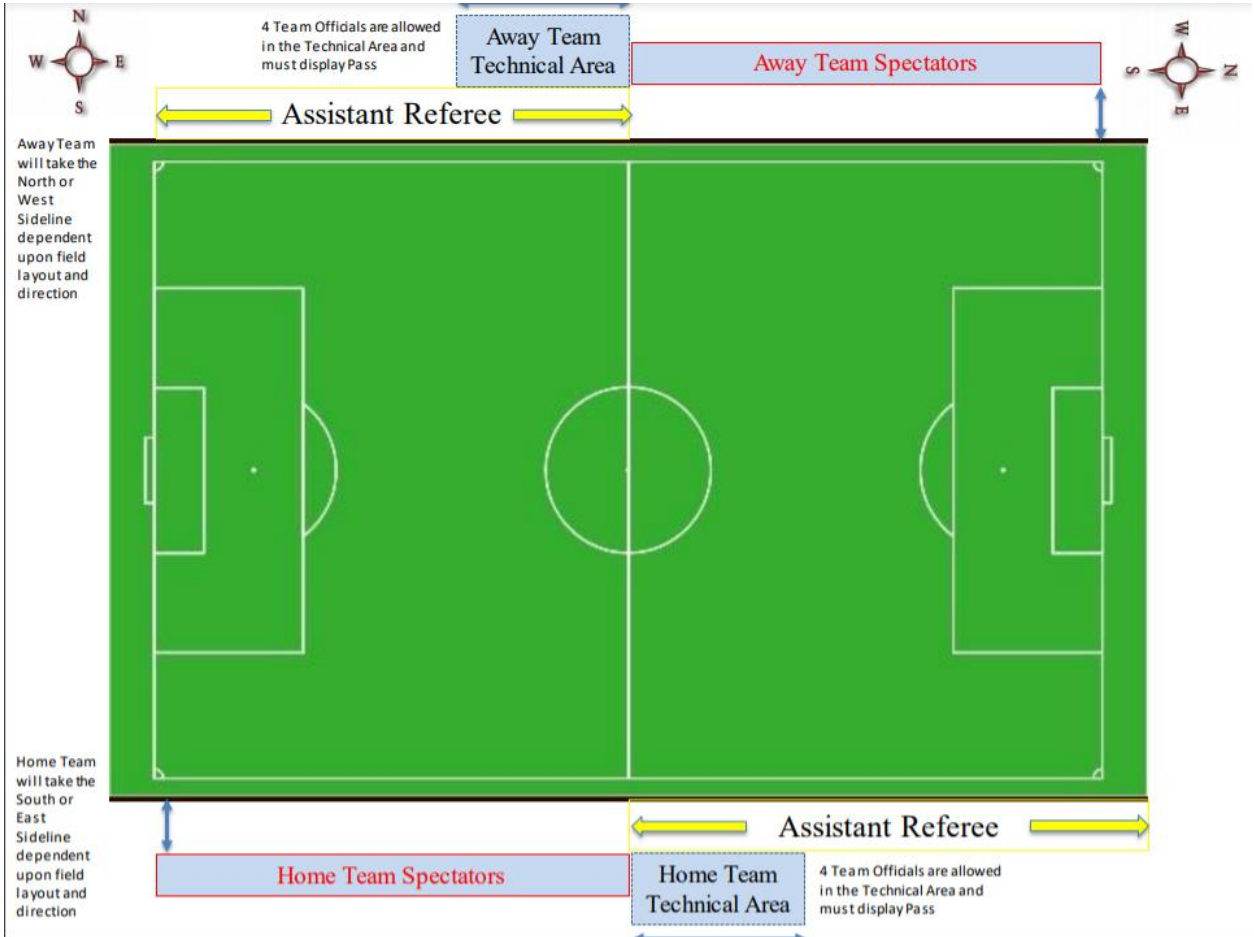
15 RIGHT TO CHANGE

- 15.1** The ASA office personnel reserve the right to change any rule during the competition and such changes will take effect twenty-four (24) hours after written notification has been mailed and/or emailed to all teams entered/remaining in this competition and/or posted to the website.
- 15.2** Any matters not provided for in this policy shall be decided by the Tournament Committee and/or the ASA CEO, and its decisions are final.

Appendix A: Red Card Suspension Standards

OFFENSE	MINIMUM SUSPENSION FOR PLAYERS	MINIMUM SUSPENSION FOR TEAM OFFICIALS
Second Caution	1 game	1 game, plus 1 game
Foul or Abusive Language directed at someone other than a match official	1 game	1 game, plus 1 game
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	3 games, plus 1 game & may be referred to ASA Disciplinary Committee
Foul or abusive language directed at a match official	3 games	3 games, plus 1 game & 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	3 games, plus 1 game & may be referred to ASA Disciplinary Committee
2nd Offense Violent Conduct or Serious Foul Play (other category)	4 games & referred to ASA Disciplinary Committee	4 games, plus 1 game & may be referred to ASA Disciplinary Committee
3rd Offense Violent Conduct or Serious Foul Play (other category)	5 games & referred to ASA Disciplinary Committee	5 games, plus 1 game & 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 director, or ASA staff/board member.)	3 games & referred to ASA Disciplinary Committee	3 games, plus 1 game & 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

APPENDIX B: Team Sideline Field Map



APPENDIX C

Sample Team Seeding Format for 12U to 18U

Seeding	Sample Applicant Placement	Format
#1	APL 6th Place	Seeded position
#2	ASL 1 4 th Place	Seeded position
#3	ASL 1 6 th Place	Seeded position
#4	ASL 2 1 st Place	Seeded position
#5	ASL 2 5 th Place	Seeded position
#6	MIMOL D1 2 nd Place	Seeded position
#7	MIMOL D1 3 rd Place	Seeded position
#8	Affiliate League placement	OPEN Position from Blind Draw
#9	MIMOL D3 4 th Place	OPEN Position from Blind Draw

Note: 11U teams will be seeded by a blind draw