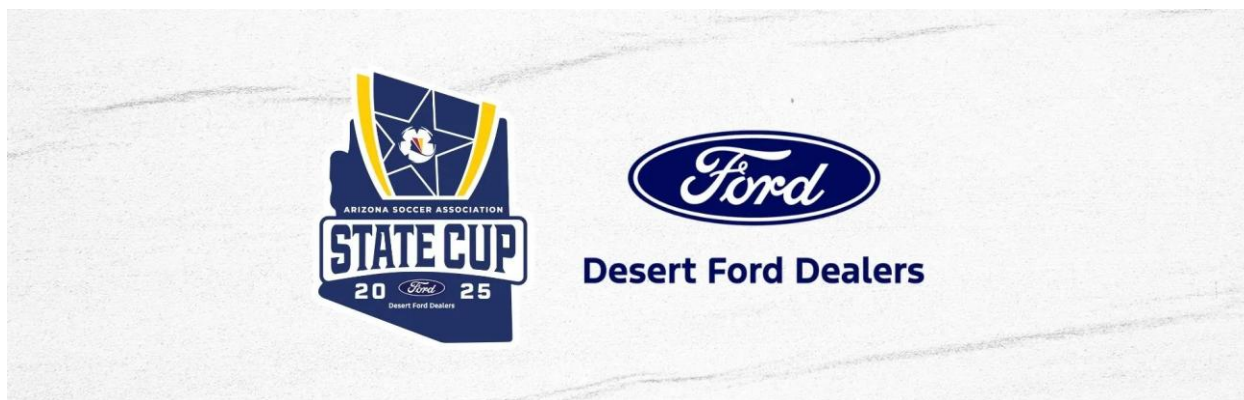


# Arizona Soccer Association



## ARIZONA STATE CUP CHAMPIONSHIP FORMAT AND RULES

Updated 4/1/2025

### **DISCLAIMER**

The Arizona Soccer Association (ASA), in administering the Arizona State Cup Championships, 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 The Arizona State Championships (also known as Arizona State Cup Championships or Arizona State Cup) are part of the US Youth Soccer National Championships. The competition shall be under the jurisdiction of the Arizona State Cup Championships Committee (also known as the Cup Committee) as authorized by the Arizona Soccer Association (ASA) Board of Directors. The ASA CEO, and the Arizona State Cup Championships Committee reserves the right to make all decisions concerning the Arizona State Cup Championships 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 State Cup Committee are final.
- 1.3 Under the US Youth Soccer National Championship Series Policy, each State Association will operate a qualifying event or competition that will provide a champion to represent them in each division to the Regional Championships. As such, the rules of competition are determined solely by the Arizona State Cup Championships Committee as authorized by the ASA Board of Directors and are not bound to any other rules of competition.

## 2 OBJECTIVE

- 2.1 The Arizona State Cup Championships provides a statewide competition for the best teams to determine a state champion in the boys and girls 12U-19U age groups).

## 3 DEFINITIONS

- 3.1 Except as otherwise provided, the following definitions apply to this policy:
- 3.2 **Age Division:** US Youth Soccer's and ASA 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 State Cup Championships.
- 3.7 **Head Injury Substitution:** A substitution used when a match official or medical professional suspects a head injury and removes a player from the match.
- 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 person(s) associated with a team.
- 3.10 **Rostering:** Assignment of a registered player to a team.
- 3.11 **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.
- 3.12 **Spectator:** Any person who may be reasonably construed as being associated with a team present at a youth soccer event who is not listed as a participant or official. Spectators are subject to all competition rules and procedures applicable to participants and the authority of the Referee.
- 3.13 **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.
- 3.14 **Team Roster:** A list of the registered players eligible to play for a team.
- 3.15 **Team Representative:** Any coach, manager, or club official who has been delegated the right to represent a team.
- 3.16 **US Youth Soccer National Championships (National Championships):** The competitions provided under the US Youth Soccer National Championships Policy for the following boys and girls age groups: 13U, 14U, 15U, 16U, 17U, and 19U.

Note: Arizona State Cup Championship competition is also provided for the 12 & Under (12U) age group for qualification to the USYS Far West Regional

Championship only. *The 12U winners advance to the 12U Far West Regional held in alongside the Far West Presidents Cup Regional Championship.*

- 3.17 **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 The US Youth Soccer National Championships Series shall be conducted at the following levels:
- 4.1.1.1 The first level of competition is at the State Association level (Arizona State Cup Championships).
  - 4.1.1.2 The second level of competition is at the regional level (Far West Regional Championships).
  - 4.1.1.3 The third level of competition is at the national level (US Youth Soccer National Championships).

**12U Far West Regional Champions DO NOT advance to the National Championships.**

## **5 COMPETITION MANAGEMENT AND OVERSIGHT**

- 5.1 The Arizona State Cup Championships will be managed by a Tournament Director (TD) appointed by ASA. The Tournament Director will administer the tournament under the oversight of the Arizona State Cup Championships 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 assignment of Referees for all 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 State Cup Championships Committee (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 the Arizona Championships, as well as the entry and other fees or fines for the competition.

## 6 ELIGIBILITY

6.1.1 The Arizona State Cup Championships shall be open to all ASA 11U to 19U boys and girls teams registered and participated in the ASA through its Arizona Advanced Leagues (**11U teams must play in 12U Division**). Additionally, teams can also be granted approval by ASA based on ASA/USYS sanctioned competitions, or any other event approved by ASA. This includes being registered through ASA/USYS.

6.1.2 A player must be properly registered in accordance with the rules of US Youth Soccer (Policy on Player and Playing Rules, 201 and 209) and State Association.

6.1.3 A player who has been suspended may play after the player's term of suspension has expired.

6.1.4 Where the USYS Far West Regional Championships have competitions for an age group, the Arizona State Cup Champion and Wildcards (if applicable) for that age group must advance to the Regional Championships. Should a team not attend regionals, the team and club will be responsible for the USYS Far West Regional Championships tournament entry fee and the USYS regional fine(s), plus a \$500 ASA fine.

6.1.5 Where the USYS National Championships are held for an age group, the winner of the USYS Far West Regional Championships must advance. Should a team not attend the USYS National Championships, the team and club will be responsible for the USYS National Championships tournament entry fee and the USYS 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 the Arizona State Cup Championships, USYS Far West Championships and USYS National Championships.

- 6.4 Players and/or teams are eligible to participate in either the Arizona Presidents Cup competition or the Arizona State Cup Championships, but not both. *See Policy on US Youth Soccer National Presidents Cup Competition Rules, Rule 302 for player restrictions.*
- 6.5 Prior to participation in the Arizona State Cup Championships, each team and its players shall:
- 6.5.1 Be properly registered with the ASA and rostered with ASA in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 201 and 209) and the ASA.
  - 6.5.2 Have paid the appropriate ASA registration fees and bond (where applicable) or have otherwise been approved by the 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 the 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 geographical area.
- 6.7 Any team found guilty of using an ineligible player is not eligible to compete further in the Arizona State Cup Championships or USYS National Championships competitions in the current seasonal year.
- 6.7.1 Any coach, manager or official found guilty of using an ineligible player is not eligible to compete further in the Arizona State Cup Championship, Arizona Presidents Cup, and USYS National Championships 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 Arizona State Cup Championship and National Championships competitions in the current and subsequent seasonal year. These matters will be referred to the ASA D&N 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.
- 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 digitally by the Referee AND Tournament Director.
  - 7.1.4.1 Player or team official pictures must be in the GotSport system to verify digitally.
- 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 officials for the team on the official team roster and game card.
  - 7.2.2 Each team must have one (1) ASA credentialed Coach/Administrator that is identified as the primary coach on the sideline of each game, or the game will be forfeited. Teams have 10 minutes from the designated start time and if the game has begun, a proper ASA club credentialed coach/administrator must be present without a grace period. Coach/Administrators from a different affiliate member club are not allowed/permitted.
  - 7.2.3 Each Coach/Administrator must be:
    - 7.2.3.1 Officially registered to the same affiliate 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 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, however, only one (1) DOC per team will be allowed in the technical area at a time.
    - 7.2.4.2 Properly ASA credentialed persons include any coach, assistant coach, trainer, manager, or administrator who:
      - 7.2.4.2.1 Is properly registered with the ASA and the affiliate member club whose team is participating in the match.
      - 7.2.4.2.2 Is in good standing with both the ASA and the member club affiliate whose team is participating in the match.
      - 7.2.4.2.3 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 not be added to the official game card once the game has begun.
- 7.2.5.1 Failure to have an official credentialed person with the team may result in the team forfeiting the game.
- 7.2.5.2 Note: Coaches or DOC's may not be added or written on to the game card for the purpose of serving a suspension.

### 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 Translations may be provided by anyone recognized as an official 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, the 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 the ASA office.
- 7.3.5.2 If an ineligible 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 is at least 18 years of age, a parent signature is not required.

**7.6 Rosters**

- 7.6.1 All players participating in the Arizona State Cup Championships must be officially registered to the team and listed on the official roster.
- 7.6.2 Every team in the Arizona State Cup Championships 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 National Championships roster at each level of the National Championships 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 Upon team registration, the GotSport roster must include each player's full name, ID number, Date of Birth, and jersey number.
- 7.6.3.1.3 A team may release involuntarily a player from its State Cup roster if the player has violated bylaws, policies, or requirements of the USSF, USYS, ASA or the member of the State Association through whom the player is registered.
- 7.6.3.1.4 All information listed on the team roster must be verified by the appropriate ASA official prior to the

start of the competition. The verification process will occur during the Tournament Check-In.

7.6.3.2 Game Roster

- 7.6.3.2.1 The Game Roster will be the GotSport roster that will be printed onto the gamecard of each game to be played. Hand-written players names on the game roster are not permitted. Hand-written players are ineligible unless approved by the Tournament Director.
- 7.6.3.2.2 At 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.
- 7.6.3.2.3 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 State Cup Championships competitions. **Note: Loan/Guest and Club Pass players are not allowed.**
- 7.6.3.2.4 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 team 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 State Cup Championships for each age group.
- 7.6.4.2 The roster deadlines will be posted well 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
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
19U	9 Players	22 Players	7 Players	18 Players

## 7.7 Team Credential Submittal

7.7.1 Prior to the State 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 finishing 1<sup>st</sup> or 2<sup>nd</sup> place in Arizona Premier League (current season) may apply for an age group 1 year up. All other applicants must participate in the age group year they are registered with ASA however requests to play up will be reviewed by a case by case basis.

8.2 A team may compete in only one (1) age group of the USYS National Championships Series 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 12U, 13U, 14U, and 15U age groups, each player must be:

8.3.1.1.1 Of the age of the age group competition in which the team is participating in that seasonal year; OR

8.3.1.1.2 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 and 19U age groups, each player on the team must be:

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- 8.3.1.2.1 Of the age group of the age group competition in which the team is participating in that seasonal year;  
OR
- 8.3.1.2.2 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 State 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 12U: 2013 and younger
- 8.4.2.2 13U: 2012 and younger
- 8.4.2.3 14U: 2011 and younger
- 8.4.2.4 15U: 2010 and younger
- 8.4.2.5 16U: 2009 and younger
- 8.4.2.6 17U: 2008 and younger
- 8.4.2.7 19U: 2006 and younger

#### 8.5 **Continuity of Rosters**

**8.5.1** Teams must demonstrate continuity of rosters between the State Cup and every level of the National Championships Competitions by maintaining a minimum fifty percent (50%) players common to the roster of the Team between the frozen State Cup roster and the frozen Regional roster and between the frozen State Cup roster and the frozen National Championship roster. See *USYS NCS Policy Rule 221 Section 1 (5)*

#### 8.6 **Player Transfer Policies**

8.6.1 State Cup teams advancing to the USYS Far West and National Championships must abide by *US Youth Soccer's NCS Policies* posted on the US Youth Soccer website.

8.6.2 Players who transfer from one member club to another member club after November 1st will be ineligible for participation in both Arizona State Cup and Arizona Presidents Cup for that seasonal year. A transfer is defined as the process by which a player changes member club affiliation, moving from one member club and re-registering to a team within a different member club within the same seasonal year. A Team that transfers member clubs is defined as individual players transferring and is also included in this policy and therefore any player transferring after November 1 is ineligible as indicated above.

- This policy is in effect for Tier 1, Tier 2, Tier 3, and Academy players.

- The November 1 Transfer deadline does not apply to players registered as In-House/Tier 4.

- The November 1 Transfer deadline does not apply to the 19U age group for State and Presidents Cup. For example, a U17 player may transfer after November 1 and play for a U19 Age group team in either State Cup or Presidents Cup.

## **9 PRECEDENCE OF GAMES**

- 9.1 Arizona State 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 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 club officials; proper accounting of fiscal transactions and accurate reporting to ASA.
- 10.3 Each 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 State Cup Championships into disrepute.

## **11 COMPETITION FORMAT**

- 11.1 The playing rules of the Arizona State Cup Championships shall conform to the FIFA/IFAB "Laws of the Game" and US Youth Soccer National Championships Rules, and ASA Rules & Regulations, except as modified by the Arizona State Cup Championships Rules.
- 11.2 The Arizona State Cup Championships 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 State Cup Committee. Games will not be played on Easter weekend.
- 11.3 Team Seeding and Bracket Positioning

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- 11.3.1 In the Arizona State Cup Championships, teams which finished 1<sup>st</sup> in APL will be seeded #1, team which finished 2<sup>nd</sup> will be seeded #2, and so forth.
  - 11.3.1.1 Any team that plays up in age bracket for Advanced Leagues APL Division and is 1<sup>st</sup> place in that older age group and enters the Arizona State Cup Championships in their appropriate age group will receive the 1<sup>st</sup> seed as the winner of the Arizona Premier League. The 1<sup>st</sup> place winner of that regular age group will receive the #2 seed.
  - 11.3.1.2 For the 12U – 17U age groups, all APL teams will be seeded accordingly.
  - 11.3.1.3 The seeding for the 19U age group will be a blind draw except for the first four spots. The top 4 teams from the 19U APL division will be seeded #1, #2, #3 and #4.
  - 11.3.1.4 In the event a team from the Arizona Premier League does not participate in the Arizona State Cup Championships, its seeded position will be replaced by the next team in line from the Arizona Premier League.
  - 11.3.1.5 Teams in State League 1 or State League 2 are not seeded and are open positions to be considered in the “blind draw”.
- 11.3.2 All other team positions in the tournament brackets will be decided by a “blind draw” as follows:
  - 11.3.2.1 Each bracket position to be determined by blind draw will be assigned a number.
  - 11.3.2.2 Each non-seeded team will be randomly assigned a letter (A, B, C, etc.).
  - 11.3.2.3 The ASA will designate a person to draw numbers blindly. This number will specify the bracket position to be assigned.
  - 11.3.2.4 This letter will designate which team will occupy that bracket position.
  - 11.3.2.5 The letters and numbers will be drawn one by one, matching one to the other, until all are drawn.
  - 11.3.2.6 In the event a “miss draw” occurs, the entire flight will be re-drawn.
  - 11.3.2.7 The ASA State Cup Committee will determine bracket format based on participating teams.
- 11.3.3 After the blind draw is completed, teams which withdraw from the competition, forfeit a match, or are otherwise determined to be ineligible, will not be replaced by a new team unless a team is waitlisted. These games will be scored as a 4-0 forfeit win for the

remaining bracket teams. Their bracket positions will be vacated, resulting in a “forfeit” game for their opponent.

- 11.3.3.1 Brackets will not be redrawn due to a team withdrawing or found ineligible.
- 11.3.3.2 Two (2) match forfeits will result in the removal of the team from the competition. Additional team disciplines and or fines will apply.
- 11.3.3.3 Teams which withdraw from the competition or are found ineligible after the blind draw has been conducted will forfeit their entry fee, including any administration fee(s). Additionally, the team’s club will be fined \$500.
- 11.3.3.4 Teams which withdraw from the competition or forfeit a State Cup Championship final or match that is subject to a berth at Regionals as State Cup Champion or Wildcard may result in an additional, maximum fine of \$500 and or suspension from future ASA 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 must be made after Tuesdays at 5:00 pm MST, affected teams 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 for teams in the same competition/event.

- 12.1.2.2.3 Teams must be prepared to have ASA credentialed substitute coaches available in case of a scheduling conflict.
- 12.1.2.3 **High School Proms** (for 17U and 19U players only)
  - 12.1.2.3.1 The Tournament Director will make best efforts to start games no later than 12:00pm and end games by 2:00pm the day of any known prom.
  - 12.1.2.3.2 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 State Cup Championships which will impact their team. If notification is not furnished in advance, games will be regularly scheduled.
- 12.1.2.4 **US Youth Soccer National League/E64 – National Qualifier**
  - 12.1.2.4.1 To accommodate teams participating in both ASA State Cup and the US Youth Soccer National League qualifying event for the National Championships, ASA will work to resolve any scheduling conflicts that may arise. The Finals for age groups with teams involved in the USYS National League qualifying event will be finalized before May 2 weekend.
  - 12.1.2.4.2 ASA is committed to providing a meaningful experience and will consider potential conflicts within USYS events to support teams in balancing these important events.
- 12.1.3 Once the schedule has been published and communicated by the Tournament Director, 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 game 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 prior to the start of the game. It is not required that the DOC is listed on the gamecard.
- 12.2.2 Each team and all their players must check in at the their scheduled field at least 30 minutes prior to the 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 with the Referee upon arrival and prior to playing in the match.
  - 12.2.2.2 A coach/administrator (one who has an official pass for the team) is required to be with the team during check-in. Teams will not be checked in without an ASA credentialed coach/administrator present.
  - 12.2.2.3 At check-in, the team must identify the primary coach for that game.
  - 12.2.2.4 The coach/administrator will note any changes to the coaching staff on the game gamecard. All coaches/administrators who will be in the technical area for a game must:
    - 12.2.2.4.1 Display a current US Youth Soccer pass of the participating club.
      - 12.2.2.4.1.1 Identify his/her self to the Referee and appropriate tournament administrator.
      - 12.2.2.4.1.2 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.
- 12.2.3 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 Players 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.
- 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. The visiting team will wear the team's darkest colored jersey. If, in the opinion of the Referee, there is a color conflict, both teams are wearing similar colored jerseys, the AWAY team must change to its alternate jersey. 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 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.
- 12.2.3.10 Hair control devices made of metal, plastic or other hard material will not be allowed.
- 12.2.3.11 Metal Studded Cleats are not allowed.
- 12.2.3.12 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.
- 12.2.3.13 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 or Referee. The administrator or Referee will:

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- 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 administrator or Referee to identify the player with the corresponding player pass picture.
- 12.2.4.4 The player will then turn around to allow the administrator or Referee to read his/her jersey number. The 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 State Cup Championship competition game may not have an immediate family member on of either of the competing teams.

### 12.4 **During the Game**

- 12.4.1 Both teams 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 to the midfield line or as marked.
    - 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 five (5) yards or as indicated by field markings behind the touchline.
- 12.5.2 The Cups Committee, Tournament Director, and/or 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 from 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, 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.
12U	Two 30' halves	Two 10' periods	No. 4	27-28 in.	14-16 oz.

12.5.5.1 Halftime for all age groups will be 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 and overtime periods are to be played to determine a winner, two (2) complete overtime periods 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.

**12.5.6 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 circumstances affects the Arizona State Cup Championships 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. 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, and 19U age groups and 60 minutes for the 15U and 16U age groups, 50 minutes for the 13U and 14U age groups and 40 minutes for the 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 first half will be considered a complete game and the score at the point of the abandonment will be recorded.
- 12.5.6.1.4 Abandoned/Terminated games due to any cause shall be replayed if neither team is at fault and play was stopped any time prior to halftime. If play is stopped during the second half and play cannot be resumed and if neither team is at fault, the State Cup Committee 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 Cup Committee whether the game is to be replayed or declared a forfeit.
- 12.5.6.1.5 A team may forfeit if seven (7) players are not ready to play within 10 minutes of the scheduled game time. Team forfeitures may result in that team being removed from the tournament.

## 12.5.7 Substitutions

- 12.5.7.1 For the 12U, 13U, and 14U age groups, unlimited substitutions shall be allowed; and
- 12.5.7.2 For all other age groups, a maximum of 7 substitutions shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
- 12.5.7.3 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 another point (e.g., for safety/security or injury).
- 12.5.7.4 Substitutions may be made during any stoppage in play with the permission of the Referee.

- 12.5.7.4.1 Players may not exchange jersey with a player coming off the field.
- 12.5.7.4.2 The substitute only enters:
  - 12.5.7.4.2.1 During a stoppage in play
  - 12.5.7.4.2.2 At the halfway line
  - 12.5.7.4.2.3 After the player being replaced has left
  - 12.5.7.4.2.4 After receiving a signal from the Referee

## 12.5.8 **Head Injury**

- 12.5.8.1 A player who is suspected of having suffered a possible head injury must be substituted while being evaluated by a medical health professional.
- 12.5.8.2 If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the Teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitution. A Team may only make a temporary substitution if they have a substitution available. Should the temporary substitute receive a red card, that player will be removed from the game and the team will play a player down. If the player being evaluated is cleared after the red card, they would be eligible to return to play as provided by the substitution rules based on the age group.
- 12.5.8.3 If the player is not cleared to return to play by the ATC or HCP, the player is not permitted to return to play. Their player pass will be pulled and returned once medical clearance has been received by the ASA.
- 12.5.8.4 If no ATC or HCP is onsite, the player will not be permitted to return to play. The Referee has the right to remove a player from the game for any suspected potential head injury.

## 12.6 **Game Conclusion**

- 12.6.1 At the conclusion of the match, if there are no send offs/red cards 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 or submit the completed game card 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 game card.

- 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 game card, acknowledging the score.

12.6.2.2 By signing the game card, 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 game card, and copies, if presented. The Referee will keep the original game card and present it to the field marshal or tournament official. The field marshal or tournament official 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 State Cup Championships 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 points. Forfeits scored as a 4-0 win

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) Goals differential (goals scored minus goals allowed) with a maximum differential of four (4) goals per match.

D) Least goals allowed in all games within the team's flight.

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

- 12.7.2.2 More than Two Teams Tied. If more than two (2) teams are tied at the end of the preliminary round, the tie-breaking criteria

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

- 12.7.2.2.1 Most wins.
- 12.7.2.2.2 Goals differential (goals scored minus goals allowed). A limit of four will be counted per match.
  - 12.7.2.2.2.1 IF Two teams will have the same high differential and one will be lower. ELIMINATE the team with lowest differential.
  - 12.7.2.2.2.2 IF Two teams will have the same low differential and one will be higher. ADVANCE the team with the highest differential.
  - 12.7.2.2.2.3 IF Each of the three teams will have a different differential. ELIMINATE the team with the lowest differential since that is the team that would go away under the current policy of only eliminating a team.
- 12.7.2.2.3 Least goals allowed in all games.
- 12.7.2.2.4 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 Arizona Championships Tournament Director. Teams involved will be notified as soon as a time and location are set.
  - 12.7.2.2.4.1 The first team drawn will receive the bye
  - 12.7.2.2.4.2 The next team drawn will be the home team against the remaining team in the first contest of penalty kicks.
  - 12.7.2.2.4.3 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 team credential team 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 Should a forfeit occur, the team forfeiting the match will be fined a maximum \$500.00 and will forfeit its entry fee in the competition.
- 12.8.3 Should a team forfeit a game for whatever reason, ASA reserves the right to score all of that team's games as forfeits.
- 12.8.4 Forfeits and failure to compete or failure to appear at the state level shall be a matter of review by the cup committee and the ASA Board of Directors. The ASA Board of Directors shall have the authority to take additional action against the team and/or club as the Board considers appropriate.
- 12.8.5 Any team or club failing to give adequate notice of intention to forfeit/no show may have additional penalties imposed.
- 12.8.6 Any team intending to forfeit games at the level of the Regional or National Championships must give notice to the ASA and to its Regional Director and the Chairman of its Regional Championships 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.
- 12.8.7 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.
- 12.8.8 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.
  - 12.8.8.1 If flagrant failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.
  - 12.8.8.2 If corrective action is not taken, the team or teams will be subject to forfeiture and/or disqualification.

## **13 DISCIPLINE**

### **13.1 Committee**

- 13.1.1 The Tournament Director shall appoint the Site Coordinator as Chairman of the Discipline Committee at each game site.
  - 13.1.1.1 The Chairman shall convene a Committee that shall be made up of at least three individuals not connected with the club, team or age group of any parties involved in the discipline.

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- 13.1.1.2 The Discipline Committee will review possible disciplinary action based on reports received from Referees involving teams, coaches, players, or other individuals.
- 13.2 **Discipline**
  - 13.2.1 **MINIMUM Red Card Suspensions Standards**
    - 13.2.1.1 **Suspension Table (Appendix A)** ASA reserves the right to add additional suspensions as warranted.
- 13.3 **Player Ejections and Suspensions**
  - 13.3.1 Players dismissed/sent off from a match may leave the team bench area or 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 escort the ejected player from the team bench area.
    - 13.3.1.2 If the player act 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 State Cup Championships game is prohibited from participating in the next immediately following championship game played by the player's team. A player may receive more than a one (1) game suspension.
    - 13.3.2.1 Forfeitures, kicks from the mark, or bye games do not count towards fulfillment of suspension
    - 13.3.2.2 Suspensions not completed during the current Arizona State Cup Championships, Far West Regional Championships or National Championships Tournament will be served the following year during Arizona Championships (State Cup) or Arizona 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 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 coach/player receiving two (2) Red Cards and/or dismissed/sent off throughout this competition shall be reviewed by the

- Tournament Director and Tournament Discipline Committee for additional disciplinary review or action, including but not limited to removal from the competition.
- 13.4 Any team personnel (players, coaches, spectators) involved in fights will be suspended from the Arizona State Cup Championships 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 State Cup Championships competition.
- 13.5 Only the head coach (with given 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 technical area or the team area and enter the field to join an altercation shall immediately be removed from the Arizona State Cup Championships 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 13.5.1 is a minimum of three (3) game suspension for each player, Coach, or Team Official that enters the field without permission of the Referee. Club of the team is also 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 dismissed/sent off coach 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 in Appendix A.
- 13.6.2.1 Suspensions not completed during the current Arizona Championships, Far West Regional Championships or National Championships will be served the following year during the Arizona Championships (State Cup) or Arizona Presidents Cup.

- 13.6.2.2 A coach, team official 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 coach who is rostered to multiple teams must serve his/her red card suspension at their next scheduled State Cup game regardless of team.
- 13.6.3 Coaches facing a suspension of more than three (3) games shall be excluded from participating with any team 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 primary coach of the team may 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 if the primary coach is not sent off.
- 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 State Cup Championships competition.
  - 13.7.2 This incident will be forwarded to the ASA Tournament Protest and Appeals Committee for appropriate action, suspensions, and penalties.
  - 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 may also receive a one 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 ejected.

## 14 PROTESTS AND APPEALS

### 14.1 Committee

- 14.1.1 The Tournament Protest and Appeals Committee shall be chaired by the ASA State 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.

### Protests

- 14.1.2 Only protests of misapplication of the Laws of the Game will be considered including but not limited to the discretion of the Referee.
  - 14.1.2.1 **PROTESTS OF JUDGEMENT/DISCRETION CALLS BY THE REFEREE WILL NOT BE ACCEPTED.**
  - 14.1.2.2 **Red cards cannot be protested.**
  - 14.1.2.3 **Implementation, length or any other issue relating to water breaks may not be protested.**
- 14.1.3 If a protest is to be filed by either team:
  - 14.1.3.1 Notification must be orally lodged by a team official listed on the team roster involved in the game with the Referee and with onsite **Tournament Director** within 30 minutes of the end of the match.
  - 14.1.3.2 The complete protest form must be filed by a team official listed on the team roster involved in the game within three (3) hours after the completion of the game being protested online at **GotSport Forms – 2025 State Cup Protest Submission Form**, accompanied by:
    - 14.1.3.2.1 A non-refundable protest filing fee in the amount of \$250.00 must be paid online when the protest is

submitted. Failure to make payment within the 3-hour time frame will void the protest, erase any protest decision, and will result in an improperly filed protest.

14.1.3.2.2 Must include full particulars of the grounds on which the protest is lodged; and

14.1.3.2.3 Any information to be presented by witnesses in writing.

14.1.3.3 Protests must be submitted online on at GotSport Forms – 2025 State Cup Protest Submission.

14.1.3.4 Any additional supporting documents aid in the ability for complete review (video, etc).

14.1.4 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.

14.1.5 The Tournament Director or chair of the committee with which the protest is properly lodged shall on receipt of the protest notify in a timely fashion 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.

14.1.6 A plea of ignorance to the rules and regulations of the Arizona State Cup, Regional and/or National Championships competitions is not sufficient grounds for a protest or appeal. Violators may expect appropriate disciplinary action by the ASA.

14.1.7 It is the responsibility of the State Cup Protest and Appeals Committee and/or the ASA to investigate a properly protested violation in a timely fashion following its receipt. Failure to cooperate with that investigation shall result in disciplinary action up to and including suspension.

14.1.8 Hearings regarding protests will be closed.

14.1.8.1 To facilitate the tournament timetables, the hearing guidelines are modified.

14.1.8.2 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.

14.1.8.3 All decisions rendered by the Protest and Appeals will be communicated to the party/or designee in writing, via e-mail, via phone or via cell phone.

## 14.2 Appeals

14.2.1 An appeal of the Protest and Appeals Committee decisions must be submitted online on GotSport Forms – 2025 State Cup Appeal

Submission within 3 hours of written notification of the decision. The submitted GotSport Forms – 2025 State Cup Appeal Submission must be accompanied by:

- 14.2.1.1 A non-refundable appeal filing fee in the amount of \$250.00 for appeals to be paid online within 3 hours. Failure to make payment within the 3-hour time frame will void the appeal and will result in an improperly filed appeal.
- 14.2.2 Immediately following the filing of an appeal ASA:
  - 14.2.2.1 Will inform all parties involved of the appeal.
  - 14.2.2.2 Provide all parties with copies of any documentation filed in the appeal.
    - 14.2.2.2.1 The initiator of the protest will have 24 hours to respond to the appeal.
- 14.2.3 Appeals of the Discipline Committee decisions must be in writing and filed online on GotSport Forms – 2025 State Cup Appeal Submission within 24 hours of written notification of the decision.
- 14.2.4 The Tournament Protest and Appeals Committee will meet in closed session within a reasonable time to decide on the appeal.
- 14.2.5 Per US Soccer, decisions made on protests and appeals by the ASA Protest and Appeals Committee are binding and allow that competition to proceed.
  - 14.2.5.1 Regional and National Appeals Committees will NOT accept appeals related to State competition.
  - 14.2.5.2 In instances where the ASA Rules and Regulations and the US Youth Soccer National Championship Rules differ, the US Youth Soccer National Championship Rules will prevail.
- 14.3 The Cups Committee and/or ASA, upon finding grounds for a protest or appeal, may elect but is not limited to:
  - 14.3.1 Replay the match in its entirety
  - 14.3.2 Restart play at the beginning of the second half
  - 14.3.3 Restart play at the beginning of any overtime period
  - 14.3.4 Restart play from the point at which the protest/appeal references
  - 14.3.5 Let the match result stand.
  - 14.3.6 Rule the match a forfeit
- 14.4 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.

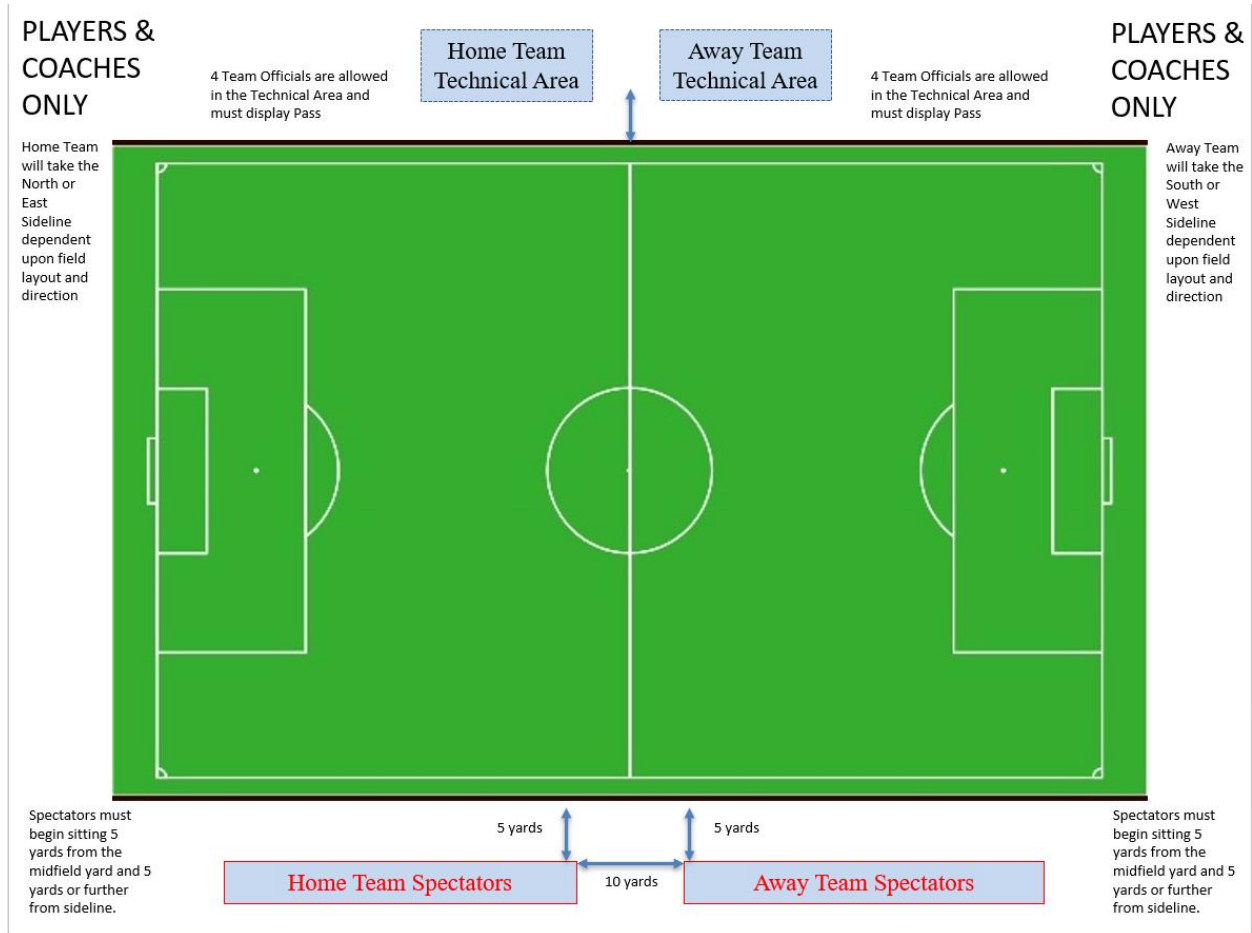
- 15.2 Any matters not provided for in this policy shall be decided by the Tournament Director or Cup Committee and/or the ASA CEO, and its decisions are final.



## 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 D**

### **ASA AUTOMATIC SUSPENSION POLICY FOR HATE SPEECH**

This policy is effective September 6, 2023, and supersedes relevant sections of the Hearing Manual, all Codes of Conduct, Open, Academy and Advanced Leagues rules. The policies for Presidents and State Cups as well as for the ODP and Camps programs, follow this policy. Cups play includes the State, Regional, and National levels of competition

This policy only applies to speech that is considered hate speech such as derogatory references to gender, homophobic, ethnic and/or racial slurs, or epithets. Any use of words of this type, even as slang or what player(s) refer to themselves as, is unacceptable. The ASA and US Soccer Referee Abuse Policy will supersede this Hate Speech policy if an incident falls within Referee Abuse Policy and is towards an official/referee (updated 3-30-25).

Any player who receives a red card for hate speech, either direct or indirect used in ASA Open or State Leagues will receive an automatic suspension of 4 games. This suspension, if not completed in league play, will carry over to Cup play or the next season as necessary.

Any coach, assistant coach, trainer, manager, or club staff member who receives a red card for hate speech, either direct or indirect, will receive an automatic suspension of 4 + 1 games. This suspension, if not completed in league play, will carry over to Cup play or the next season as necessary. This suspension must be served with the team/players involved in said incident. Parents/Spectators engaging in hate speech, either direct or indirect, will also receive a minimum of 4 games suspension as outlined above. If parents/spectators cannot be identified, sidelines may be barred from attendance for said 4 games.

In cases where multiple players and/or coaches, assistant coaches, trainers, managers, or club staff members and/or parents/spectators are involved, a hearing will be convened, and the team may face disciplinary action up to and including suspension from participation at all ASA sanctioned events for a length of time specified by the Committee.

If an official hears hate speech but cannot identify the speaker, whether player/coach/assistant coach/trainer, manager, or member of the club staff, notification of the incident will be sent to the team and a member of the ASA D&R Committee will ensure attendance at the next game involving that team.

There may also be a discussion with the entire team concerning the incident. Hearings may be held, and penalties may be assessed.