



2021 Tournament Rules

Welcome to the Copper State Challenge!

Arizona Soccer Club warmly welcomes you to the Copper State Challenge! Thank you for the opportunity to host you during a great weekend of soccer in the Southeast Valley! We are excited to have this opportunity to partner with you to continue a lasting Arizona Soccer tradition for your athletes that inspire a sense of P.R.I.D.E. in our community.

Passion - Respect - Integrity - Discipline – Excellence

Our hope is to provide soccer players and their families with a fun and memorable weekend. This rules document contains important information about the tournament. Please read and understand them before arriving.

Match Play

1. All games will be played under FIFA rules as modified by US Youth Soccer/ASA unless otherwise stated in these rules. The Tournament Director or site representative will settle all rules disputes. Tournament rules may be modified by the Tournament Committee.
2. Under-7 / Under -8 will be played in accordance with the modified playing rules for Academy Teams.
 - a. The maximum number of players on the field will be four (4).
 - b. The match will be divided into (4) 10-minute Quarters with a 5-minute halftime.
 - c. All rule infractions shall be briefly explained to the player(s).
 - d. All free kicks shall be indirect kicks. A goal may not be scored until the ball has been touched by a 2nd player from either team.
 - e. All fouls will result in an indirect free kick with the opponents 6 yards away.
 - f. No offside will be called.
 - g. No penalty kicks will be taken during the match for fouls.
 - h. There are no scores kept for Academy teams.
3. Under-9 / Under -10 will be played in accordance with the modified playing rules for Academy Teams.
 - a. The maximum number of players on the field will be seven (7), one of whom may be a goalkeeper.
 - b. The match will be divided into (2) 25-minute halves with a 5 minute halftime.
 - c. Offsides will be called.
 - d. Scores will be kept for this age group, but there will be no play-offs or Championships.
 - e. Minimum number of players to start a game is 5.
4. A team playing 11 a-side must have a minimum of seven (7) players available at the start of the game and during the game to avoid a forfeit. Teams playing in 9 a-side must have at least six (6) players present. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.
5. Coaches should be prepared to start the game on time. Five minutes after the official game start time is forfeit time. Tournament officials may waive this rule, if in their opinion it is in the best interest to play the game. In the event of a delay in the start of a game, the game may be shortened to allow the game to finish as scheduled.
6. Headers – Heading is NOT allowed in age groups Under-11 and younger. If, during a match, a header is performed in these age groups play will be stopped and resumed with an indirect kick for the opposing team.

7. Team bracket shall be as follows:

Age Bracket	Halves(each)	Half Time	Format	Ball Size
U17-U19	40 min	5 min	11v11	5
U15-U16	35 min	5 min	11v11	5
U13-U14	30 min	5 min	11v11	5
U11-U12	25 min	5 min	9v9	4
U9-U10	25 min	5 min	7v7 w/GK	4
U7-U8	10 min qtrs	5 min	4v4 No GK	3

8. Unlimited substitutions will be permitted with the Referee's permission at any stoppage of play with the permission of the match Referee.

9. Forfeits

- a. Teams failing to check-in prior to the start of the match may, at the discretion of the Tournament Committee, will forfeit the match. To be awarded a forfeit win, the opposing team must be present and ready to play. In the event of a forfeit the match score will be recorded as a 3-0 win.
- b. If a team forfeits during a game (usually due to a rule violation) the opposing team, if losing at the time, will be awarded a 3-0 win. If the opposing team is winning the score will stand as is.

Pre-Tournament Check-In

All teams must provide player/coach credentials at the Pre-Tournament Check-In prior to the start of the tournament. Arizona Soccer Club is using an online check-in process for the Copper State Challenge. All check-in documents are due by 03/23/2021 at 12:00 PM Arizona time. If for some reason any portion of your check-in uploads are not accepted, you will be notified by Arizona Soccer Club Staff.

1. The following documents are required to be uploaded. Players may not play without this documentation being turned in.
 - a. Current Copies of Player Pass
 - b. Signed Medical Release of Liability forms
 - c. Travel Permission Papers (If required by your State Association)
 - d. Loan Paperwork (If applicable, up to 5 total loan players) Loan forms must be properly signed by the required parties, must be submitted for each loan or guest player, as required by the teams sanctioning organization. Players loaning within the same club do not need loan forms. Players loaning to a different club must have loan forms.
2. To upload your documents please follow the procedures found on the tournament website.
 - a. Log into your GotSoccer team account
 - b. Select "Copper State Challenge 2021" from your event list
 - c. Select the "Documents" tab
 - d. Under the "Team Document Upload" section on the "Documents" tab, use the drop-down to select your document to upload. Click on the "Choose File" button, select your document for upload on your device, and then click on the "Upload File" button.
 - e. After you upload your documents you will see the documents you have uploaded on the left side. Once your documents have been accepted a check mark will shown next to your documents.
3. Rosters are frozen once a team completes the online check-in process.

Player Eligibility

1. Official team rosters must be verified and approved by the Tournament Committee at the pre-tournament check-in prior to the start of the tournament.
2. Only players who are officially registered or loaned to a team may play in the Tournament and must have a laminated player pass with a photo of the player. See section below for the maximum number of loan players.
3. All participating players, regardless of the number of games to be played, must be listed on the official team roster prior to the start of a team's first game of the tournament. Players will not be added to the roster after the start of the first game.
4. No player may play for more than one team in the tournament. If any player is found playing for more than one team, and either team won its game, the game will be forfeited. If either team lost the game, the existing score will stand. Under both conditions, the player will not be allowed to play for the remainder of the tournament.
5. Player's playing age is determined by the following chart for 2020/2021. A player is not allowed to play down unless the ASA Play Down Policy is followed and proper documentation submitted 3 weeks prior to tournament check-in. The tournament committee will make a decision and inform the requesting team 2 weeks prior to check in. The tournament is under no obligation to grant approval for playing down.

Age	Birth Year	Maximum Roster	Maximum # of Loan Players
U19	2002	22 (18 per game)	5
U18	2003	22 (18 per game)	5
U17	2004	22 (18 per game)	5
U16	2005	22 (18 per game)	5
U15	2006	22 (18 per game)	5
U14	2007	18	5
U13	2008	18	5
U12	2009	16	4
U11	2010	16	4
U10	2011	12	3
U9	2012	12	3
U8	2013	10	N/A
U7	2014	10	N/A

6. Teams with loan players must not exceed the maximum roster limit.

No Sunday Play Teams

1. All Tournament Games will be played on Thursday, Friday, Saturday and Sunday
2. Semi-final and final games will be played on Sunday.
3. If a "No Sunday Play" team makes it to a Sunday scheduled semi-final or final game, they will be eliminated from the tournament and the next highest-ranking team in the bracket will be placed into the semi-final or final game in their place.

Pre-Match Check-In

1. Teams must present player passes or (roster for Academy teams) to referee prior to the start of each game.
2. If a player not on the official game roster is found participating in a game, the game will be forfeited per tournament rules. The player will not be allowed to play for the remainder of the tournament.
3. Referee Crew or Tournament Officials will inspect the equipment of each player including uniform and mandatory shin guards, and cleats. Toe cleats and metal cleats are not allowed. Objects such as jewelry, barrettes, bobby pins, bows, etc., will be inspected. If the Referee Crew determines any such object represents a hazard, the object(s) must be removed prior to play.
4. Players wearing an orthopedic or immobilizing cast may not be allowed to play. Final decision on whether the item presents a hazard to any player will be up to the referee.

Tournament Play Formats

Four (4) team bracket

One (1) group of four (4) teams. Each team will play the other teams in their group once, for a total of 3 games. The top two teams will play a final to determine the winner and second place. If needed, tie breaker criteria will be used to determine the winner.

Five (5) team bracket

One (1) group of five (5) teams. Each team will play the other teams in their group once, for a total of 4 games. The winner and second place is determined by points. If needed, tie breaker criteria will be used to determine the winner.

Six (6) team bracket

Two (2) groups of 3 teams; Bracket A and Bracket B. Teams in each bracket play each other, the top 2 teams in each bracket play a semi then a final. The third place teams play a consolation game.

Seven (7) team bracket

Bracket A (4 teams) has each team playing the other three. Bracket B (3 teams) does the same. In Bracket A, each team will have then played 3 games, Bracket B each team will have played 2 games. Championship: 1st in A vs 1st in B, a 3rd Place 2nd in A vs 2nd in B, and a Consolation 3rd in A vs 3rd in B. If needed, tiebreaker criteria will be used to determine the teams advancing to the final.

Eight (8) team bracket

Two (2) groups of four (4) teams. Each team will play the other teams in their group once. The winner of each group shall advance to finals. If needed, tiebreaker criteria will be used to determine the teams advancing to the final.

Conduct and Sportsmanship

1. A player receiving a red card or two yellow cards will be ejected from the current game and may not be replaced. Red card suspensions will be reported to ASA. The tournament red card sanctions will mirror the ASA Red Card Suspension Standards. Red cards must be cleared by ASA in GotSoccer for return from suspension. It is the team's responsibility to work with ASA to get suspension cleared.

RED CARD SUSPENSION STANDARDS

OFFENSE	MINIMUM SUSPENSION FOR PLAYERS	MINIMUM SUSPENSION FOR TEAM OFFICIALS
Second Caution	1 game	2 games
Foul or Abusive Language directed at someone other than a match official	1 game	2 games
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	4 games & may be referred to ASA Disciplinary Committee
Foul or abusive language directed at a match official	3 games	4 games & 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	4 games & may be referred to ASA Disciplinary Committee
2nd Offense Violent Conduct or Serious Foul Play (other category)	4 games & referred to ASA Disciplinary Committee	5 games & may be referred to ASA Disciplinary Committee
3rd Offense Violent Conduct or Serious Foul Play (other category)	5 games & referred to ASA Disciplinary Committee	6 games & 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	4 games & 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

2. A coach ejected from the game, whether by red card or referee expulsion, shall leave the field to the satisfaction of the referee. Coaches who either refuse to leave or deliberately continue to coach after ejection (including but not limited to using a cell phone or proxy coach), will forfeit the game.
3. The Tournament Committee will determine the length of suspension as directed by ASA guidelines for players and coaches and notify the team prior to the next game. There are no appeal options and all decisions are final. In the event a player or coach is ejected from the game for fighting, **that player or coach will not be permitted to play in the remainder of the tournament.**

4. If a coach is ejected and there are no remaining registered assistant coaches and or a team manager with a valid laminated sanctioned pass, the team will forfeit the game. A parent or spectator who is not officially registered on the team and does not have a valid laminated pass cannot coach the team.
5. The team of any player or coach that receives a red card shall receive **minus one point** against their tournament standings.
6. Coaches have complete responsibility for the conduct of their players and all sideline spectators. Referees will have complete authority immediately before, during, and immediately after games, and will not allow abusive or profane language or threats of any kind. If, in the opinion of the referee, a game must be terminated due to misconduct, the offending team shall be declared to have forfeited the game per the tournament rules.
7. All last game ejections whether by red card or not, are forwarded to the ASA D&R Committee for review. The ASA D&R Committee will respond directly to these expulsions. Passes withheld following the last game will be sent to the ASA office with exception of Out of State and US Club Soccer passes.

Home and Away Responsibilities

1. Home Team
 - a. Light color jersey*
 - b. Must change jerseys in case of a color conflict.
 - c. Will take the North or West half of Player's sideline, unless specified otherwise.
 - d. Will clean up their side of the field.
 - e. If not provided by the tournament, will furnish 3 game balls.
 2. Visiting Team
 - a. Dark color jersey*
 - b. Will take the South or East half of Player's sideline, unless specified otherwise.
 - c. Will clean up their side of the field.
- * Coaches are asked to be flexible in case a team (usually a recreational team) has only one color of jersey. The tournament site director may decide the visitor must change color if the home team has only one color of jersey.
3. Player and Spectator Seating: Please refer to the COVID-19 Guidelines for player and spectator seating for each venue.

Scoring

1. Final team standings will be determined using the following point criteria:
 - a. A WIN is six (6) points.
 - b. A TIE is three (3) point.
 - c. A LOSS is zero (0) points.
 - d. One (1) point for a shutout, includes a (0-0) tie.
 - e. One (1) point for every goal scored with a maximum of three (3) points.
 - f. Minus one (1) point for each red card issued to a **player or coach** during a match.
 - g. In the case of a shootout, the winner will receive (8) points and the score shall be recorded as 1-0.

At the end of each game the coach **MUST** verify and sign the game card. Once the game card is signed the score stands and will not be changed regardless of the circumstances including but not limited to a team's points, advancement, awards, etc.

2. Retrieve your player cards from the referees at the end of each game. The tournament is NOT responsible for cards left behind during the day or overnight.
3. TIES (Bracket Play)
 - a. If two or more teams are tied in points at the end of the preliminary (bracket games, the following tie-breaker criteria shall apply:
 - i. The winner in head-to-head competition
 - ii. Highest goal differential [goals scored - goals allowed]
 1. Goals For Limit = 4 per game
 2. Goals Against Limit = 4 per game
 - iii. Most wins.
 - iv. Most shutouts.
 - v. Goals scored.
 - vi. FIFA penalty kicks.
 - b. In the event of a 3-way tie at the end of bracket play, the winner for advancement to a Final will be determined as above without consideration for comparison of head to head competition to eliminate one team. Then advancement for the remaining two teams is determined as above with consideration for head to head competition.

If three teams are still tied and FIFA Kicks have to be taken there will be a draw by the Tournament Committee or site director. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the group winner. The bye team will be the home team.
4. TIES (Playoffs/Finals)
 - a. In the event a match is tied at the end of regulation in a semifinal or championship match, teams will go immediately to PKs. There is no overtime.

Awards

1. Participation medals will be awarded to all players in U7 through U10.
2. Placement medals will be awarded to all players on teams placing 1st or 2nd in U11 through U19.
3. A Copper State Challenge Trophy will be awarded to teams placing 1st in U11 through U19.

Protests, Disputes, Clarifications

1. The tournament director, site director or tournament committee will settle all disputes. Once the information is reviewed and decision made, it is final and there will be no further discussion.
2. In the case of errors, missing information or confusion with any section of this document, "Tournament Rules", the tournament director, site director or tournament committee will interpret, clarify and make all decisions for any issue, and all decisions are final.
3. Decisions will always be made in the spirit for the good of the game.
4. **Under no circumstances can or will the tournament director, site director, field marshal or tournament committee overrule a referee's game time calls.**

Inclement Weather Policy

In the event of inclement weather or other events which affect our ability to play as planned, the Tournament Committee may modify Tournament Rules to safely and fairly complete the tournament successfully. The Tournament Committee will make their decisions on what is best, considering the health and safety of the players. AZSC utilizes city-provided fields for all play. During inclement weather, the cities will take into consideration the need to prevent the destruction of the fields and facilities. AZSC does not own the fields, nor does it have any authority over their usage. Coaches and team managers are asked to remain flexible to the changes in fields/locations as required and to keep in contact with tournament officials for these changes.

1. Play all games as scheduled.
2. Eliminate pre-game warm-up on fields.
3. Shorten matches.
4. Play at alternative sites.
5. In the event the field conditions are unplayable as determined by the Tournament Committee or the city, games in question may be decided by penalty kicks from the mark. (FIFA rules apply).
6. If matches are unable to continue due to any reason(s), tournament placement will be based upon the last fully completed round of play. Bracket tie-breakers will be used to satisfy any ties that remain. If bracket tie-breakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation.
7. In the unlikely event of game cancellation(s) due to inclement weather, entry fees may be forfeited, in whole or in part. AZSC will make no guarantee of any refunds. However, AZSC recognizes the financial commitments of teams entering the tournament. As such, AZSC may, at its discretion, refund a portion of the entry fee(s) after all other expenses have been paid.
8. It is the team's responsibility to ensure appropriate phone numbers (preferably cell phones) and email addresses are entered into the team's tournament application. The Tournament Committee will utilize the tournament website (www.arizonasoccerclub.com/heritagecup), email, social media and sometimes telephone to communicate with teams in the event of changes to the schedule.

General Rules

1. **COVID-19:** All teams have been provided the tournament's COVID-19 guidelines and rules by Arizona Soccer Club. All teams agree to abide by these guidelines for duration of the tournament. The Tournament Committee reserves the right to change or modify these guidelines at any time depending on the conditions, rules or mandates placed upon us by the Federal, State, local or Soccer Governing bodies. Once the tournament begins, no refunds will be provided.

COVID-19 Suspension of for a Team. If a team is suspended from the tournament post tournament kick-off due to a COVID-19 outbreak on the team, all that team's games will be forfeited as a 3-0 win for the opponents.

2. **No alcoholic beverages** or glass containers allowed on the tournament Fields.
3. **NO SMOKING** allowed in the vicinity of the players.
4. **Heaters:** Heaters (gas or electric) are NOT allowed at the fields.
5. **Parking:** Park in designated parking areas. Do not park along curbs. Curbs may be fire lanes and may not be painted red but have the identifying signage. No parking in desert areas. No overnight parking.
6. **Canopies/Umbrellas:** No staking of canopies, umbrellas or other items is allowed at any site.
7. **Dogs:** Dog are not allowed in the vicinity of the fields. While city parks may allow dogs on or near the fields, this tournament does not. Dogs must be kept on a leash regardless of size or breed. This is a safety issue and will be strictly enforced. Failure to comply may result in a forfeiture of game.