

## **Arkansas Funfest Jamboree Information & Game Regulations**

The ASSA Funfest Jamboree is open to all teams with players registered with ASSA as recreational. Players may only play on one team during the event (the ASSA Funfest Jamboree and the Ron Heller Cup are considered the same event). Absolutely no classic players are allowed to participate.

All teams participating in the event will be scheduled for two games on Saturday. There are no protests or appeals of any sort allowed.

All players will receive a medal of participation. Teams should come to the Event Headquarters after their last game. Coaches will be provided medals for distribution to their players, and a photograph opportunity is available. No scores or standings will be recorded or published. The event is intended to be a fun and festive event for all teams that participate.

### **Team Responsibilities**

- Be at your field ready to play 20 minutes before game time.
- The first team listed on the schedule is the home team, and must change in the event of a color conflict.
- Spectators must be on the opposite side of the field from the playing team and the coach.
- Bench areas must be cleaned before the team leaves at the conclusion of their game.
- No alcoholic beverage or tobacco product is to be consumed at any soccer complex.

### **Sportsmanship**

Good sportsmanship is highly valued and is expected from all coaches, players and spectators. Coaches are responsible for the conduct of their players, parents, and spectators. **Referee abuse will not be tolerated!** It is recommended that opposing coaches and players shake hands after each game. Parents, coaches and spectators should enjoy and encourage the activity of the players. The most important rule, however, is that common sense should prevail. Coaches should do everything in their power to not run up the score.

### **Playing Time**

Each player must play at least 50% of each game. The only exception will be for injury, discipline, or disability. If a team has a player that cannot play 50% of the game, the coach should notify the opposing coach before the beginning of the game. Playing time is not a valid reason for a complaint.

### **Player Equipment**

It is recommended that duplicate jersey numbers be avoided. However, in the event duplicate numbers are unavoidable, the coach must advise the referee before the match starts, to avoid confusion.

No player shall wear anything that is dangerous to himself/herself or any other player, including but not limited to, jewelry of any kind, hard medical cast, or splints. Shinguards are mandatory and must be age appropriate. A player with a medical cast, splint, and/or brace must have it approved by the tournament committee prior to playing his/her first game. No exceptions.

### **Heading the Ball**

Per USSF, USYS and ASSA policy, players U11 and below are not allowed to intentionally head the ball. If a player does head the ball, the opposing team will be awarded an indirect free kick.

### **Concussion Policy**

A player diagnosed with a possible concussion may return to play only after release from a medical doctor or doctor of osteopathy specializing in concussion treatment and management. There are no exceptions to this rule.

## **Coaches and Managers**

Only coaches, trainers and/or managers listed on the team's official roster are eligible to be on the sidelines with the players. Each team can have a maximum of three (3) coaches/managers on the player side of the field at any one time.

## **Additional Rostered Players**

Guest players and/or secondary registration are not allowed in the Funfest Jamboree. Club Pass players will be allowed to be added to team rosters. Club Pass is a method to place age and registration level eligible players from within the SAME club onto another team roster for the event.

Limits on Club Pass Players for the event:

- U7 & U8: Maximum of 3 Club Pass players allowed.
- U9 & U10: Maximum of 4 Club Pass players allowed.
- U11 & U12: Maximum of 5 Club Pass players allowed.
- U13 and above: Maximum of 6 Club Pass players allowed.

Roster limits still apply and Club Pass players cannot be utilized if adding those players would result in a team's roster exceeding the roster limit. All Club Pass players must be submitted by the roster freeze date.

## **Team Roster and Game Cards**

ASSA will provide each team with an approved roster prior to the start of the jamboree. The game cards provided to the referees will mirror the approved roster. No player can be added to the game card roster. No exceptions.

## **Playing Rules**

FIFA laws of the game and US Youth Soccer modified youth rules, unless amended by ASSA, apply to the event.

## **U15 – U19 7v7 Rules**

- No off-sides
- Substitutions (allowed on-the-fly) should take place within 5 yards of the center touchline.
- Seven (7) players on the field at one time, including the goalkeeper.
- Penalties, corner kicks, direct kicks, use U10 guidelines

## **Substitutions**

Substitutions are unlimited and may be made at any stoppage of play with the consent of the referee.

## **Length of Games**

- U7 & U8: 4 v 4 (no goalkeepers) – Game length 4 x 8 minutes, 2 minutes between quarters
- U9 & U10: 7 v 7 - Game length 2 x 25 minutes, 5 minute halftime.
- U11 & U12: 9 v 9 - Game length 2 x 30 minutes, 5 minute halftime.
- U13 and above: 11 v 11 - Game length 2 x 35 minutes, 5 minute halftime.  
7 v 7 - Game length 2 x 30 minutes, 5 minute halftime.

## **Referees**

**Referee abuse will not be tolerated!** The Tournament Committee, based upon the referee's game report and/or observation by tournament officials, may impose disciplinary action on players, coaches and/or spectators if abuse occurs.

**Withdrawal, Forfeits and Grace Period**

If a team withdraws from the jamboree within 48 hours of the start of the event or fails to report for the jamboree, the entry fee will not be refunded and the team's association may be fined \$500.

Teams are granted a ten (10) minute grace period from the scheduled start time of a match to field a team and complete all required check-in procedures. If after ten (10) minutes a team is not able to take the field the match will be forfeited.

**Inclement Weather**

If inclement weather occurs, the tournament committee reserves the right to shorten or reschedule games, or possibly end the event.

**Lightning Policy**

If lightning is detected an air horn will be blown. Everyone must immediately leave the fields and go to a secure place (a vehicle is best). No one can return to the fields until the air horn is blown again. Please ensure that all players, parents and other spectators understand this policy. Air horns for official purposes only. Spectators are prohibited from using air horns or similar devices.

**Cautions and Send-Offs**

Players receiving a red card or team officials ejected by the referee must leave the field to a location that is out of sight and sound of the field. Players will be escorted from the field by a tournament official. The referee has the right to terminate the match if a player, coach, or other team representative refuses to leave the field area.

Players receiving a red card or team officials ejected from any game shall be suspended for a minimum of the following game. Additionally, the Tournament Committee, based upon the referee's game report, may impose additional disciplinary action. Suspended players may sit on the team bench, in street clothes; suspended team officials may not be within sight and sound of the field where the team is playing.

Any spectator that is removed must immediately leave the field area.

**Unusual Situations / Matters Not Provided For**

The Tournament Committee has the authority to modify any of these rules as deemed necessary to ensure the orderly progression of the event. The Tournament Committee shall also determine any matter not provided for in the event rules. The decision of the Tournament Committee shall be final.

## **Document Change Log**

March 1, 2017: Document created