

Arkansas Ron Heller Recreational Cup Event Format & Rules of the Competition

The ASSA Ron Heller Cup 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.

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.
- All players must have a number on his/her jersey (excluding Goalkeepers).
- The referee game card constitutes the official record of the game. It is the responsibility of both coaches to verify that the score reported is correct.
- 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 or protest.

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.

Player Passes

Each player and all coaches, trainers and/or managers on the player's side of the field must possess a laminated ASSA player pass. Passes must be provided to the referee or assistant referee prior to the start of the match and will be returned at the conclusion of the match. A team representative is responsible for securing the player/coach passes from the referee at the conclusion of the match. Electronic player passes are allowed if the laminated player passes are not available.

Additional Rostered Players

Guest players and/or secondary registration is not allowed in the Heller Cup. 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 tournament roster prior to the start of the tournament. The game cards provided to the referees will mirror the approved roster. No player can be added to the game card roster. No exceptions.

Rules of Competition

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 shall be unlimited and made with the consent of the referee at the following times:

- Prior to a throw-in by the team in possession.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury by either team (1 for 1)
- At the beginning of each half.
- For players receiving a yellow card.

Standings

The standings of teams are based upon the number of points earned in qualifying games. Teams earn points as follows: Three (3) points for a win (including forfeits, which are considered a 3-0 victory), One (1) point for a tie and Zero (0) points for a loss.

Tiebreakers

In the event teams are tied on the basis of points earned, a team's placement will be determined in accordance with the following sequential criteria:

1. Winner of head-to-head competition. (This criterion is not used if more than two teams are tied.)
2. Goal differential (goals scored minus goals allowed, up to a maximum of four (4) goals per game).
Examples: 6 - 4 win = 2+ points for the winner, - 2 for the loser
10 - 7 win = 3 + points for the winner, - 3 for the loser
10 - 1 win = 3 + points for the winner, - 3 for the loser
3. Fewest goals allowed.
4. FIFA kicks from the penalty mark. If three or more teams are tied through fewest goals allowed, the tournament director shall randomly draw the pairings for the FIFA kicks from the mark. The last team name drawn in the odd numbered situations will receive a bye in the first round of FIFA kicks and will then compete in the second round of FIFA kicks.
5. If more than two teams are tied in points, and one team is eliminated prior to step 4, the remaining teams will resume the tiebreaker process at step 1.

Length of Games

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.

Group games can end in a tie.

Overtime Periods

In semi-final and final matches, should a match be tied at the end of regulation, two overtime periods of five (5) minutes will be played. Both overtime periods will be played to completion; there is no "Golden Goal". If the match remains tied after the both overtime periods are completed, FIFA kicks from the penalty mark shall be used to determine the winner.

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.

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. An accumulation of three yellow cards by any player during the course of the tournament will cause the player to be ineligible to participate in their next tournament game.

Protests

The referee's decision concerning all aspects of the game, including the laws of the game is final. Protests will be allowed only for challenges to player eligibility and data of the competition. Any protest must be filed with the tournament director within one hour of competition of the match. The protest must be in writing, submitted by a team official, and accompanied with a \$200 filing fee (This fee may be in cash, cashier's check or money order; personal checks are not accepted). The filing fee will be returned if the protest is upheld.

Withdrawal, Forfeits and Grace Period

If a team withdraws from the tournament within 48 hours of the start of the event, fails to report for the tournament or forfeits a match during the event, the tournament 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.

If a team forfeits a match, all of their games played or to be played will be declared a forfeit. Forfeited games will be declared three (3) goals scored and zero (0) goals resulting in an automatic score of three points for the team forfeited against.

Inclement Weather

If inclement weather occurs, the tournament committee reserves the right to shorten or reschedule games. Every attempt will be made to have all matches played. Re-scheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the normal progress of the competition. If, due to inclement weather, a match is halted after the first half ends, the score may be declared as final. In the event of a prolonged weather event, the tournament committee reserves the right to use other methods to determine the winners, or possibly cancel the balance of 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.

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.

ASSA State Cup Bracketing Information

The minimum number of teams required to make a bracket are as follows:

Arkansas State Championships: A minimum of two (2) teams is required to make a bracket.

Governor's Cup: A minimum of four (4) teams is required to make a bracket.

Ron Heller Recreational Cup: A minimum of three (3) teams is required to make a bracket

The following playing format will be utilized in all ASSA State Cups, subject to the minimum team requirements above.

Two team bracket: Aggregate goals after two games. If tied on aggregate at the end of the second game, the match proceeds to two complete overtime periods and FIFA kicks from the mark, if necessary.

Three team bracket: Single round robin. If two teams are tied on points calculated according to tournament rules at the conclusion of the round robin, then a final game will be scheduled.

Four team bracket: Single round robin. The top 2 teams after round robin play, determined by points calculated according to tournament rules play in the final on Sunday, subject to the following exceptions.

- If both teams that qualify for the final can be determined after play on Saturday concludes, and if those teams are scheduled to play each other on Sunday morning, then that game will be played as the final.
- Alternately, if a team has won all three games at the conclusion of the round robin, that team shall be declared the Champion. The Finalist will be determined by points calculated by tournament rules.

Five Team bracket: Round robin play. Champion and Finalist are determined by points calculated according to tournament rules after round robin play concludes. Five team brackets are to be avoided if at all possible due to unequal rest times and game scheduling issues.

Six team bracket: Two groups of three teams, round robin play within each group. Group winners based on points calculated according to tournament rules play a final. Second place teams in each group play to determine 3rd and 4th place. Third place teams in each group play a consolation game.

Eight team bracket: Two groups of four teams, round robin play within each group. Group winners based on points calculated according to tournament rules play a final.

Document Change Log

March 1, 2017: Document created

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