



Arizona Soccer Association – DICK’S Winter 6v6 Festival

Rules & Regulations

FACILITY INFORMATION

Facility name and address: Scottsdale Sports Complex: 8081 E Princess Dr., Scottsdale, AZ 85255

Facility Court Map: [MAP LINK](#)

GENERAL INFORMATION

Parking – There is parking located on the Northwest, Northeast, West, and East locations of the facility. Overflow parking is located on the corner of Greenway and Bell (across the street from the facility). If your games are on fields 1-4 you should park in the Overflow parking.

Spectator Seating – Teams will sit on the opposite sideline from the spectators. Spectators should sit directly across from their team. Spectators must sit a minimum of five (5) yards back from the touchline when facilities permit. No spectators on the team sidelines or behind the goals. Each coach is responsible for the behavior of their spectators as provided for in Section 8.04. The Referee has the option, but not the obligation to 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

Areas for warm up - There will be limited time/space to warm up. Please do not interfere with ongoing games.

Items provided by AYSA:

- Game schedule
- Referee assignment & fees
- Athletic Trainer on site

Items NOT provided by ASA:

- Hydration

- Match Balls

Player Regulations and Guidelines

Roster Regulations – Each 11U, 12U, 13U, 14U, 15U, and Non-High School Players must provide a copy of their 6v6 roster at event check in 45 minutes before their first game. A game card will be provided to the home team to present to the referee. A gotsoccer roster or ASA official roster is permitted. You may cross off and hand write any changes and or add-ones. Only goalkeeper can play for multiple teams but this must be noted on your rosters.

Eligible Players – All Players must be registered with Arizona Soccer Association.

Game Check In Procedures – Both teams will check with the headquarter tent 30 minutes before game time for proper equipment and player passes. **ALL PLAYERS MUST HAVE A PLAYER PASS that matches the player on the roster provided at Registration. ASA will print the rosters provided in the registration for the event. Changes can be made online by updating the registration google doc. While rosters will be frozen by 12/7, Changes to the Official Roster may be made manually at first Check in.**

At Check In for each game, Home team will be required to obtain game card provided by event staff to present to the referee. Home team is required to bring back the game card after the game from the referee so that the score can be recorded.

Maximum roster size of 12 players per team (6 players on the field – 5 field players plus a goalkeeper)
Players may only play on one team with the exception of designated goalkeepers per age group

Age Divisions: League Commissioner has full authority and may combine ages or gender for the purpose of ensuring teams may play.

GENERAL MATCH RULES - Any rules not specifically covered will default to ASA rules or a decision by the Event Director.

The game is played with two teams of 6 players each, one of whom must be a goalkeeper.

The game is played with two teams of 5 players each, one of whom must be a goalkeeper.

A team may start with a minimum of 4 players.

- There is no offsides in 6v6.
- Goalkeeper shall not possess the ball within his/her own penalty area for more than 4 seconds when ball is in goalkeeper's hands. Ball must be released within 4 seconds. Ball played by feet has no time restriction. There is no restriction within the opposing half of the pitch.
- Goalkeeper may not throw over halfway line. Ball may bounce before the halfway line or may be touched before the halfway line before advancing to the other half. Ball played by goalkeeper's feet does not have a halfway line restriction.

- 2 x 25 minute halves with 1 minute for halftime.
- Clock will run continuously.

Field Dimensions approximately 150' x 100'

Goals are 6' x 12'

Penalty area is 24' x 18'

No slide tackling is allowed in any division (except reasonable play by a goal keeper inside their own box, as determined by the referee).

Player Equipment

Shin Guards are mandatory and must be completely covered by socks. A referee may send off a player with a shin guard violation until the player is properly equipped.

Jerseys must be worn and it is recommended that teams are prepared with a light and dark color jersey. Home team is required to change if there is a conflict as deemed by the referee.

THE BALL

- U11 & U12 will play with a size 4 ball.
- U13 and above will play with a size 5 ball.
- Home team will provide the game ball.

SUBSTITUTION PROCEDURES

- On the fly.
- The player leaves and enters the pitch near his own team's bench area.
- The substitute only enters the pitch after the player being replaced has left.
- If a substitute enters the pitch before the player being replaced has left or, during a substitution, a substitute enters or leaves the pitch from a place other than his/her team's substitution zone the referees may caution him/her for infringing the substitution procedure. Same rules apply for goalkeepers
- If subbing on the fly becomes an issue during any game, the referee can impose a rule that he/she must approve all subs.

KICK-OFFS

- The visiting team kicks off to start the first half, home team kicks off to start second half.

Opposing players must be at least 4 yards away prior to kick offs.

- A goal may not be scored directly from the kick-off. If done so, opponent team is awarded a goal clearance.
- The ball is in play when it is kicked and moves. Ball does not have to move forward.

GOALS

- Goals can be scored from anywhere on the field.
- Goal does not count if directly on a kickoff.
- Goal does not count if directly on any in-direct kick.

Goal does not count if directly from a kick-in.

- Goal does not count if directly from a throw by the GK.

OFFSIDES

- There is no offside in 6v6.

ENDING THE PERIODS OF PLAY

- After hearing the referee's whistle or the timekeeper's acoustic signal the game is over (Unless an indirect or direct free kick has been awarded, in which case the period in question is extended until the kick has been taken)
- If the ball has been played towards one of the goals, the referees must also wait for the kick to end.
- During the last 30 seconds of the game the referee may stop the clock if a player or a team is deliberately time wasting.

BALL OUT OF PLAY

- The ball is out of play when it fully crosses any of the boundary lines. If the ball in bounds hits an object not part of the field of play, the game is restarted with a kick-in taken by the opponent of the team who last touched the ball.
- A ball that is inadvertently touched by an outside spectator while on the court of play will be deemed out of play at the nearest touch line.

THE KICK-IN

- Opponent must be at a distance of no less than 4 yards from the place on the touch line where the kick-in is taken. There are no throw-ins; the ball is kicked into play.
- The ball must be stationary and kicked from the point where it left the pitch. The referee may allow a ball to be slightly moving or not placed directly on the out of bounds line if there are obstacles on the court that prevent such to occur.
- Player must deliver the ball within five seconds of being ready to do so.
- A kick-in is an indirect kick and a goal cannot be scored directly.
- If, when a kick-in is taken, an opponent is closer to the ball than the required distance the kick-in is retaken by the same team and the offending player is cautioned, unless the advantage can be applied or an offence punishable by a free kick or penalty kick is committed by the opposing team of the player taking the kick.
- For any other infringement of the procedure for the kick-in the kick-in is taken by a player of the opposing team.

The opposing team will regain possession after a five (5) second infraction with a kick in at the same spot.

Yellow cards will be awarded to players who slow down the flow of the game by persistently not allowing the mandatory 4 yards.

GOAL KICK

- A goal may not be scored directly from a goal kick
- A goal Kick may be taken from any point in the penalty area.
- Once the ball is retrieved and set, the player has 5 seconds to play the ball.

A Goal kick may not cross the half line in the air without first touching the ground or a player. For violations of this rule, the ball is awarded to the opposition on the half line as an indirect kick.

The opposing team will regain possession after a five (5) second infraction with a corner kick.

- Goalkeeper cannot throw the ball over the halfway line unless it touches the court or another player first. If done so, an indirect free kick from the center line at the approximate location where it crossed is awarded to opposing team.

THE CORNER KICK

- A goal may be scored directly from a corner kick.
- The opponents must be on the pitch at least 4 yards from the corner until the ball is in play.
- The team taking the kick must deliver the ball within five seconds of being ready to do so.
- If, when a corner kick is taken, an opponent is closer to the ball than the required distance the corner kick is retaken by the same team and the offending player is cautioned.
- If the corner kick is not taken within five seconds a goal kick is awarded to the opposing team.

DIRECT FREE KICKS

Are those penalized with a direct free kick or penalty kick.

The referees may allow play to continue by applying the advantage.

Corner Kicks, Kickoffs, and Penalty Kicks are all direct free kicks.

All opponents must be at least 4 yards from the ball until it is in play.

The kicker has 5 seconds to play the ball.

INDIRECT FREE KICKS

- A goal can be scored only if the ball subsequently touches another player before it enters the goal.
- If an indirect free kick is kicked directly into the opponent's goal, a goal kick is awarded.
- All opponents must be at least 4 yards from the ball until it is in play.
- An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offence was committed.

Penalty Kicks

A penalty kick shall be taken 3 steps from the top of the penalty box.

All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area, minimum 5 yards from the kicker. Players are not permitted on either side of the penalty area.

INFRINGEMENTS AND SANCTIONS TO DIRECT AND INDIRECT FREE KICKS

- If the team taking the free kick takes more than five seconds the referees award an indirect free kick to the opposing team, to be taken from the place where play was to be restarted.

AN INDIRECT FREE KICK IS AWARDED TO THE OPPOSING TEAM IF A GOALKEEPER COMMITS ANY OF THE FOLLOWING OFFENCES:

- Controls the ball with his hands or feet in his own half of the pitch for more than five (5) seconds.
- Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him or directly from a throw in by a teammate.

- Throws a goal clearance past the halfway line without touching the court or a player.

FOULS PENALIZED WITH A DIRECT KICK

A direct free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referees to be careless, reckless, or using excessive force:

- Kicks or attempts to kick an opponent, trips an opponent, or jumps at an opponent.
- Charges an opponent.
- Strikes or attempts to strike an opponent.
- Pushes an opponent.
- Tackles an opponent.
- Holds an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except for the goalkeeper within his own penalty area).
- Slide tackles an opponent (*).

FOULS PENALIZED WITH AN INDIRECT KICK

An indirect free kick is awarded to the opposing team if:

- Goalkeeper controls the ball with his/her hands or feet in his/her own half of the pitch for more than four seconds.
- Impedes the progress of an opponent.
- Prevents the goalkeeper from releasing the ball from his hands.

YELLOW CARD

A player or substitute is cautioned if he/she commits any of the following offences:

- Unsporting behavior.
- Dissent by word or action.
- Foul Language.
- Delaying the restart of play.
- Failure to respect the required distance when play is restarted with a corner kick, free kick or kick-in (defending players).
- Leaving, entering, or re-entering the pitch without the referees' permission or infringement of the substitution procedure.

RED CARD

A player or substitute who has been sent off must leave the vicinity of the pitch. A player or substitute is sent off if he/she commits any of the following offences:

- Serious foul play.
- Violent conduct.
- Spitting at an opponent or any other person.
- Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
- Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick using offensive, insulting or abusive language and/or gestures.
- Receiving a second yellow card in the same match.

Red Card Policy

- AYSA's Red Card Policy applies to 6v6 matches.

PLAYERS AND SUBSTITUTES SENT OFF

- A player ejected from a match for a red card will be suspended for at least the following match in the event and their team will play short the remainder of the game.

Ejections for Violent conduct including but not limited to fighting may result in suspension from any further play in the event.

Any player that receives a yellow card will be given a 4 minute sin bin (penalty). Their team will play short for 4 minutes or until a goal is conceded, whichever comes first. IF a goal is conceded prior to the full 4 minutes, the team may bring on another play but the yellow carded player must still sit out the full 4 minutes.

A red card received will require the team to play short for the remainder of the game.

Offensive language directed towards an official, opponent, or spectator will result in ejection from the game and/or entire event.

Final decisions regarding length of suspension will be made by the event director.

Red Cards cannot be appealed or protested.

REFEREES

The authority of the referees Each match is controlled by referees who have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed. Powers and duties:

- Enforce Laws of the Game.
- Ensure that any ball used meets the requirements of the game.
- Ensure that the players' equipment meets the requirements of the rules
- Keep a record of the match.
- Stop the match, at their discretion, for any infringements of Laws of the Game.
- Allow play to continue until the ball is out of play if a player is, in their opinion, is only slightly injured.
- Ensure that any player bleeding from a wound leaves the pitch. The player may only return on receiving a signal from the referees, who must be satisfied that the bleeding has stopped.
- Allow play to continue when the team against which an offence has been committed stands to benefit from such an advantage and penalize the original offence if the anticipated advantage does not ensue at that time.
- Punish the more serious offence when a player commits more than one offence at the same time.
- Punish the more serious misconduct when a player commits more than one act of misconduct at the same time.
- Take disciplinary action against players guilty of caution-able and sending-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play.
- Ensure that no unauthorized persons enter the pitch.
- Provide the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match.

- The decisions of the referees regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The referees may only change a decision on realizing that it is incorrect.

Scoring and Standings

Win = 3 points

Tie = 1 point

Loss = 1 point

Forfeit = 3-0 win (3 points for non forfeiting team)

FORFEITS

IF a team is running late, the opposing team will be awarded a goal 7 minutes after the scheduled start time, and a second goal 14 minutes after the start time.

A forfeit will be awarded if an opposing team is not ready to play within 15 minutes of a scheduled start time.

The clock starts at the scheduled start time unless it is acknowledged by the event director that games are delayed. Time will not be made up if a team shows up late.

If neither team shows or is ready to play, neither team is awarded a forfeit and appropriate points. The match is forfeited by both teams as a loss.

Tie Breakers

Head to Head

Goal Differential (no maximum of goals)

Most Wins

Least # of goals allowed

Most goals scored

IF after the above is still tied, teams will flip a coin for seeding purposes. If the above is still tied to determine a winner for advancement, (1) one shot sudden death round of penalty kicks will occur with both teams given equal opportunities until a winner is decided.

Playoff Overtime

If a playoff game (semi finals or finals) is tied after regulation, a five minute (sudden death) overtime will be played to determine a winner. IF the game remains tied, a (1) one shot sudden death round of penalty kicks will occur with both teams given equal opportunities until a winner is decided.

First shooter will be determined by coin flip.

INCLEMENT WEATHER

Regardless of weather conditions, coaches and teams must appear on the field of play unless notified of postponement or cancellation.

Only referees, ASA event staff, or the event director may cancel or postpone a match.

Should a match's progress be terminated due to weather conditions or other unforeseen circumstances, the match will be considered official if the first half has been completed.

OTHER INFORMATION:

Hydration and meals not provided.