

# ASA ACADEMY FESTIVAL



## Player Eligibility

- a. Official team rosters must be submitted to the Academy Site Director at the Headquarter tent an hour prior to your team's first game.
- b. Only players who are officially registered or loaned to a team may play in the festival and must have a laminated player pass with a photo of the player. See section below for the maximum number of loan players.
- c. 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 festival.
- d. No player may play for more than one team in the tournament
- e. Player's playing age is determined by the following chart for 2018/2019. A player is not allowed to play down unless the AYSA Play Down Policy is followed and proper documentation submitted prior to the start of the festival.
- f.

| Age | Birth Year | Maximum Roster | Maximum # of Loan Players |
|-----|------------|----------------|---------------------------|
| 10U | 2009       | 12             | 5                         |
| 9U  | 2010       | 12             | 5                         |
| 8U  | 2011       | 8              | 3                         |
| 7U  | 2012       | 8              | 3                         |

Teams with loan players must not exceed the maximum roster limit. A loan player is any player not officially registered to the club.

## 2. Check-In

- a. All teams must submitted the following to the Academy Check-In one hour prior to your first game:
  - One Copy of the team roster (players can be written in).
  - Laminated US Youth Soccer passes with player photo.
  - Loan forms, 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.**
  - Rosters are frozen when a team starts their first game of the tournament.

## 3. Pre-Match Check-In

- a. Teams must present player passes or (roster for Academy teams) to referee prior to the start of each game.
- b. If a player not on the official game roster is found participating in a game, the game will be forfeited.
- c. The Referee will inspect the equipment of each player including uniform and mandatory shin guards, and cleats. Toe cleats and metal cleats 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.
- d. 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.

## 4. Match Play

- a. 7U/8U will be played in accordance with the modified playing rules for Academy Teams.
  - The maximum number of players on the field will be four (4).
  - The match will be divided into (4) 10-minute Quarters with a 5 minute halftime.
  - All rule infractions shall be briefly explained to the player(s).

- All free kicks shall be indirect kicks. A goal may not be scored until the ball has been touched by a 2<sup>nd</sup> player from either team.
  - All fouls will result in an indirect free kick with the opponents 6 yards away.
  - No Offside will be called.
  - No penalty kicks will be taken during the match for fouls.
  - There are NO SCORES kept for Academy teams.
- b. 9U/10U Will be played in accordance with the modified playing rules for Academy Teams.
- The maximum number of players on the field will be seven (7), one of whom will be a goalkeeper.
  - The match will be divided into (2) 25-minute halves with a 5 minutes halftime.
  - Offside will be called.
  - There will be SCORES kept but not posted for 10U teams, but there will be no play-offs or Championships.
- c. Coaches should be prepared to start the game on time. Five minutes after the official game start time is forfeit time. Festival officials may waive this rule, if in their opinion it is in the best interests of the youths 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.
- d. Team bracket shall be as follows:

| Age Bracket | Halves(each) | Half Time | Format    | Ball Size |
|-------------|--------------|-----------|-----------|-----------|
| U10         | 25 min       | 5 min     | 7v7 w/GK  | 4         |
| U9          | 25 min       | 5 min     | 7v7 w/GK  | 4         |
| U8          | 10 min qtr   | 5 min     | 4v4 No GK | 3         |
| U7          | 10 min qtr   | 5 min     | 4v4 No GK | 3         |

- e. Substitutions allowed with the Referee's permission as follows:
- Prior to either team's goal kicks
  - Prior to a throw-in by the team in possession.
  - After a goal is scored by either team.
  - Half time.
  - Injured player may be substituted and ONE player from opposing team.
  - For a cautioned player only.

## 5. Conduct and Sportsmanship

- a. ASA red card policy will be followed.
- b. 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. Possible suspension from further play could result.
- c. 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.

## 6. Protests, Disputes, Clarifications

- a. The festival director, site director or academy committee will settle all disputes. Once the information is reviewed and decision made, it is final and there will be no further discussion.

- b. Decisions will always be made in the spirit for the good of the game.

## 7. Home and Away Responsibilities

- a. Home Team
  - Light color jersey
  - Must change jerseys in case of a color conflict.
  - Will take the North or East half of Player's sideline.
  - Will clean up their side of the field.
  - Will furnish a game ball.
- b. Visiting Team
  - Dark color jersey
  - Will take the South or West half of Player's sideline.
  - 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.

- c. Player and Spectator Seating - All player and spectator seating as per ASA Port of Subs Open League rules.
  - Coaches/Teams will sit on the same side of the field as their spectators (Players shall be seated near center field with their Spectator sitting between the team and the corner flag.
  - The Opposing team will sit on the opposite side of the field.
  - No coaches or spectators may be along the end line or behind the goal. (Field marshals will enforce this rule. Referees may stop the game with no additional time added until coaches and spectators comply. Failure to comply may result in forfeiture.)

**Retrieve your player cards at the end of each game. The tournament is NOT responsible for cards left behind during the day or overnight.**

## 8. Awards

- a. Participation medals will be awarded to all players in 7U through 10U.

## 9. General Rules

- a. **No alcoholic beverages** or glass containers allowed on the tournament Fields. In addition, there is NO SMOKING allowed in the vicinity of the players.
- b. **Heaters:** Heaters (gas or electric) are NOT allowed at the fields.
- c. **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.
- d. **Canopies/Umbrellas:** May be staked.
- e. **Dogs:** Dog are not allowed in the vicinity of the fields. While city parks may allow dogs on or near the fields, this festival 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.

## VENUE LOCATIONS AND FIELD LAYOUT

Scottsdale Sports Complex - 8081 East Princess Drive, Scottsdale, AZ



Fields 2-6 will be used for the Academy Festival. Field 2 will have 4 4v4 fields. Field 3-6 will have 2 7v7 field each.

Field 2A & 2B: North Half of Field 2

Field 2C & 2D: South Half of Field 2

Field 3A: North Half of Field 3

Field 3B: South Half of Field 3

Field 4A: North Half of Field 4

Updated Dec 2018

Field 4B: South Half of Field 4

Field 5A: North Half of Field 5

Field 5B: South Half of Field 5

Field 6A: North Half of Field 6

Field 6B: South Half of Field 6

## **Inclement Weather Policy**

In the event of inclement weather, the Academy Committee may modify Academy Rules in order to safely and fairly complete the festival successfully. The Academy Committee will make their decisions on what is best, considering the health and safety of the players.

During inclement weather, the staff at SSC will take into consideration the need to prevent the destruction of the fields and facilities. ASA 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 event officials for these changes.

- A. Play all games as scheduled.
- B. Shorten matches.
- C. In the unlikely event of game cancellation(s) due to inclement weather, entry fees may be forfeited, in whole or in part. ASA will make no guarantee of any refunds. However, ASA recognizes the financial commitments of teams entering the festival. As such, ASA may, at its discretion, refund a portion of the entry fee(s) after all other expenses have been paid.
- D. It is the team's responsibility to ensure appropriate phone numbers (preferably cell phones) and email addresses are entered into the team's festival application. The Academy Committee will utilize the ASA website (Youth Development Academy - [www.azyouthsoccer.com](http://www.azyouthsoccer.com)), email, and sometimes telephone to communicate with teams in the event of changes to the schedule.