

## NSFC Shootout Expectations and Rules

All games will be played under FIFA rules modified by US Youth Soccer AZ or US SOCCER depending on age group unless otherwise stated in this rules package. Round Robin rules may be modified under certain circumstances as deemed necessary by the Round Robin Committee.

This is a non-sanctioned, friendly “Round Robin” style event. It is the understanding and expectation of the Round Robin committee that ALL accepted participants; clubs, teams, coaches, players, referees, and spectators are fully committed to the highest-level integrity, quality, sportsmanship, in the spirit of FAIR play.

All coaches, assistants, managers, and players are expected to be a currently registered eligible 2018-2019 ASA Member.

### Protests

No protests will be allowed during this Round Robin. All decisions of the referees, field marshals, and Round Robin Committee shall be final. All games will be considered final.

### Players Age Groups

This event will host U8-U18 age groups for boys and girls over two separate weeks designated by age.

U14 and under -February 26-March 2 for Academy and 12's to 05's

U15 and older - March 24-March 30 for 04's to 00's

### Roster Size

Age	Game Day Dressed	Roster
U13 and up	18	22
U11/U12	16	18
U9/U10	12	12
U7/U8	8	8

- A team may use up to three (3) guest players but is still limited to the stated maximum roster size.
- A team needs at least six (6) players for a U9-U10 match and seven (7) players for a U11-U18 match for the game to get started.
- Rosters are frozen once teams have checked in. No additional players may be added after the competition has started.

### **Player's Check in and Equipment**

The referee has the final determination as to the safety of each player's equipment.

- All players are required to use shin guards.
- No rings, chains, watches, metal objects, jewelry, or headbands may be worn.
- Casts may be allowed if properly padded and the referee considers them safe.

Game cards will be provided and referees will "check in" each team prior to game. The shirt number of each player must be the same as the player's shirt number on the game card.

To respect the event schedule, games will not be delayed. In the event of questions/concerns regarding player eligibility, the player will not be permitted to take the field; referees will direct manager or responsible team representative to the Round Robin Committee/field marshal tent for clarification.

### **Home Team**

The home team appears first on the game schedule. The home team will supply three (3) game balls. The game balls are subject to referee approval. The home team will be in lighter (white) jersey and will be required to switch to an alternate jersey, if the referee declares color conflict.

### **Visiting Team**

The visiting team is listed second on the schedule and may wear any color but white.

### **Expectations and Instructions for Check-In**

Teams will NOT be scheduled without FULL payment.

All coaches, assistants, managers, and players are expected to be an eligible and currently registered 2018-2019 ASA Member. Each team must send a manager or team official 45 Minutes prior to FIRST game of the event for pre-game check in. The team representative must bring the required certification form and medical release for each participating player.

Failure to check-in may result in disqualification from the Round Robin without a refund of fees.

## **Conduct & Play**

All coaches have total responsibility for the conduct of their players, bench, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team) is permitted provided:

- No mechanical devices are used;
- The tone of voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards of either side of the halfway line;
- No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators;
- No coach, substitute or spectator uses profanity or incites, in any manner, disruptive behavior, violators will be removed from Round Robin immediately.

Any parental/spectator behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams can be removed from the Round Robin per the Round Robin Committee if they feel team sideline is out of control.

- No alcohol permitted at the Round Robin
- No noise makers
- No smoking
- No animals

## **Cautions & Ejections**

A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be replaced in the current game and shall be removed for the remainder of the Round Robin. Suspended coaches must leave the grounds of the complex. Suspended players may not sit with the team.

## **Suspended Games**

If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned.

## **Substitutions**

Unlimited substitutions are allowed in all ages group. However, teams may substitute only with the referee's permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play.

## **Side Lines**

Home team and spectators will sit on the north/west side of the half-line, while visiting team and spectators will sit on the south/east of the half-line.

Your team is responsible for making sure that its sideline is clean after each game. Trash barrels are at each field, please use them.

## **Forfeitures & Byes**

Games not played will be classified as "forfeits & byes". Teams failing to report ready to play within five (5) minutes of scheduled kick-off time forfeit that game. All teams who forfeit will have the game scored 0-1 loss. The winner will be awarded eight (8) Round Robin points for a win (6 for the win, one for the goal, and one for the shutout). Teams taking actions which cause the game to be terminated will forfeit.

## **Game Duration**

All teams will be scheduled for three (3) games over the 5-day event. Play will be based as specified below:

Age		Half Time	Ball Size
U15 and up	40 min/halves	10	5
U13/U14	35 min/halves	10	5
U11/U12	30 min/halves	10	4
U9/U10	25 min/halves	10	4
U7/U8	10 min/quarters	5	3

## Round Robin Points System

- 6 points for each win
- 2 points for each tie
- 0 points for each loss
- 1 point for each goal scored up to a maximum of 3 per game
- 1 point for each shutout
- 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)

## Score Reporting

Scores after each game will be reported by the referees reporting the scores to the field marshal.

## Tie Breakers

In the event of a tie, the winner will be determined as follows:

1. The winner of head to head competition
2. Fewest goals against
3. Most goals for (maximum of 3 goals per game)
4. Most total wins
5. Most shutouts
6. If a tie still exists after steps 1 through 4, FIFA Kicks from the Mark will be taken. If a 3-way tie exists within a bracket after steps 1-5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Kicks from the Mark to eliminate one team prior to proceeding to FIFA Kicks from the Mark with the third team. The coin flip and time of the FIFA Kicks from the Mark will be determined at the fields
7. Three-way tie scenario, if more than two teams are tied at the end of play, the tie breaker criteria list shall be used in order shown to advance or eliminate teams. Once one team advances or is eliminated and if the remaining two teams are still tied, those two teams will then be compared beginning with criterion 1 (head to head) to determine ultimate placement. (See different examples below).
  - a. Example 1, three-way tie:
  - b. Head to Head cancels out since all 3 teams either beat or tied each other.
  - c. Team A Goal Differential +3
  - d. Team B Goal Differential +2
  - e. Team C Goal Differential +1
  - f. In this above example Team A is first place, Team B is second place and Team C is third place.

8. Example 2, three-way tie:
  - a. Head to Head cancels out since all 3 teams either beat or tied each other.
  - b. Team A Goal Differential +3
  - c. Team B Goal Differential +3
  - d. Team C Goal Differential +1
  - e. In this above example Team C is eliminated. Since Team A and Team B are tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. In this case, Team B beat Team A 1-0 in pool play. Therefore, Team B is first place, Team A is second place and Team C is third place.

### **Inclement weather**

Rain or other weather conditions during the Round Robin shall not delay play unless the referee determines the field to be unsafe for play, or the venue determines that field damage will result due to continued play. In the event of such a delay or postponement games, the Round Robin will endeavor to rescheduled such games in a reasonable manner, if possible. If games cannot be rescheduled or played due to rain, weather, or other Acts of God there will be no refund or credit of fees.