

ARSENAL INVITATIONAL
15th Annual May 19-20, 2018
Siebel Soccer Complex Helena, Montana
10U(2008) – 7V7 11U(2007) & 12U (2006) – 9V9
13U-19U adaptations to rules removed due to cancellation of age divisions

Official Rules

Rev.: 5-7-16.z 2-23-17. 2-9-18. 5-8-18

GENERAL RULES

- All games will consist of (2) 25-minute halves for 10U, (2) 30-minute halves for 11U & 12U with 5-minute halftimes for all.
- A game will be deemed official and its score will stand if half of the game has been played.
- U10 teams will start and play with a minimum of 5 players and a maximum of 7 players on the field, 1 of which must be a goalkeeper.
- U10 teams may roster a maximum of 14 including a maximum of 5 guest players.
- U11 and U12 teams will start and play with a minimum of 7 players and a maximum of 9 players on a field, 1 of which must be a goalkeeper.
- U11 and U12 teams may roster a maximum of 17 players, including a maximum of 5 guest players.
- 3 games are guaranteed for every team.
- A three-person officiating crew will be utilized for all 9V9 games and a single center referee will be utilized for 7V7 games. Should referee availability be limited, the Arsenal Invitational will fill three-man systems starting at U12 and then fill in to U11.
- The Arsenal Invitational tournament committee and tournament director reserve the right to decide all matters pertaining to the tournament and their judgment is final. Referees decisions, including non-play circumstances, are not open to appeal.

GENERAL CONDUCT

- The head coach and primary contact (i.e. team manager) on the Arsenal Invitational application are the only individuals who may speak for the team in dealing with the tournament director on matters pertaining to the tournament.
- Team coaches are responsible for the actions of their players, assistant coaches, parents and spectators.
- The head coach is expected to control his/her bench area and to put an end to any unsportsmanlike conduct. The coach is also expected to address any problem that the referee may bring to his/her attention concerning fan behavior. Failure of the coach to keep control of self, players, assistant coaches, parents or spectators may result in forfeiture of a game or the suspension of the team for the remainder of the tournament by the tournament director without refund. Dismissed coaches, assistant coaches, parents or spectators failing to leave the area are grounds for game forfeiture or team suspension from the tournament.
- Teams will be on opposite sides of the field from the fans during the game.
- Fans are not permitted to observe from behind either goal area during the games.

- NO TOBACCO PRODUCTS or ALCOHOLIC BEVERAGES are allowed at any field site.
- NO FOUL OR ABUSIVE LANGUAGE is allowed at any field site.
- NO VERBAL OR PHYSICAL ABUSE of or by referees (including ARs), players, coaches, managers, parents, and fans will be tolerated.
- NO DISSENT of referee's decisions (including ARs) will be tolerated.
- Due to safety and sanitation concerns for players, coaches, and spectators, NO DOGS are allowed inside the Siebel Soccer Complex fence line.

PLAYER/COACH CONDUCT

- Two yellow cards or one red card in the same game will result in sending off the player from that game and an additional one-game suspension. There shall be no substitution for the sent off player.
- Based on the referee report, the tournament director or referee coordinator may impose additional penalties for up to and including banning a player or coach from further participation in the tournament.
- Coaches will be treated the same as players in terms of yellow and red cards. In order for the game to continue after a coach is sent off, an assistant coach or manager (i.e. with a valid coach's or manager's card) must be present or the game is forfeited. If no assistant is available for the next game, then that game is also forfeited.
- Sent off coaches must leave the field area (cannot be within sight or sound of the field) immediately and may not attend the following game. If they do, the game is forfeited.

AGE, ELIGIBILITY and GUEST PLAYER POLICY

- All players (including guest players) must be registered with their respective state, provincial or national association.
- All teams from outside MYSA must supply a copy of their Permission to Travel Form signed by their state, provincial or national association.
- Secondary players registered on your roster are considered guest players for the purpose of traveling to tournaments and will be counted toward your 3-guest maximum if they attend.
- Official team rosters will be checked against coach and player passes during registration. The Tournament Director or referee may use a copy of this tournament-approved roster to verify player eligibility before or during each game.
- Use of an illegal player (a player not registered with the tournament or a player who received a red or 2 yellow cards in the prior game) will result in the immediate dismissal of the team from the tournament without a refund.

LAWS OF THE GAME

- All matches will be played in accordance with FIFA Laws of the Game as adopted by USSF and MYSA with modifications for youth, except as specifically superseded by these rules.
- Per US Soccer U10's No Heading, per MYSA U11s & U12s No Heading
- No Punting for U10;s
- U10's use Build Out Lines see Build Out Lines Document
- NO Slide Tackles
- NO Heading see Heading Document

PLAYER EQUIPMENT

- Each team is required to have a primary and an alternate colored jersey. Colored bibs may be used if there is a color conflict that cannot be resolved through the use of regular jerseys.
- When the referee determines that a color conflict exists, the HOME team is responsible for changing, remember you could be the Home team
- All players must conform to the uniform and equipment provisions of USSF (as modified

- by MYSA for league play).
- Goalkeeper's jersey color must contrast with both team's jerseys and the referee's jersey.
- All players are required to wear protective shin guards and socks that fully cover the shin guards.
- All players are required to wear firm- field appropriate soccer cleats or turf shoes.
- Screw-in studs, or metal cleats will not be permitted.

SUBSTITUTIONS

- Every team is permitted unlimited substitutions.
- A team may substitute on any stoppage in play as long as the center referee permits it.
- When a yellow card is given, the carded player **MUST** leave the field and may be substituted for. The player may re-enter at the next available opportunity, subject to the permission of the referee.
- If an injured player is attended to on the field, the injured player **MUST** leave the field and may be substituted for. The player may re-enter at the next available opportunity, subject to referee's permission. If a player is sent off for a head injury or if coach removes them from game and they do not return because of a head injury the MYSA Concussion protocol is in effect.
- A goalkeeper may be attended to on the field without being substituted off.

BALLS

- All ages will play with age appropriate size soccer balls.
- The Arsenal Invitational provide official game balls.

PROTESTS

- There will be no official protests. In matters pertaining to the game, all decisions of the referees are final. All scheduled center referees are USSF certified and are assigned by a local, USSF certified and MYSA approved, referee assignor.
- Off-field issues

FORFEITS

- A 5-minute grace period will be allowed after the scheduled kick off time before the game is awarded to the opponent.
- Teams that fail to field the minimum number of players at the start of the game or who fall below the minimum during the game will forfeit the game regardless of the score at the point of forfeiture.
- Every team must have a coach with a valid pass at each game or the game is forfeit.
- A forfeit will be recorded as a 0-3 loss for the forfeiting team and a 3-0 win for the opponent.
- Regardless of weather or field conditions, coaches and their teams must appear at the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game unless approved by the tournament director ahead of time.

INCLEMENT WEATHER or POOR FIELD CONDITIONS BEFORE A GAME:

- An individual game may be cancelled or the players may be prohibited from warming up on the field and the game length may be reduced.
- Only the referee or the tournament director may shorten or cancel a game.

INCLEMENT WEATHER or POOR FIELD CONDITIONS DURING A GAME:

- The game length may be reduced by shortening both halves equally.
- Only the referee or the tournament director may shorten a game.
- Should a game be terminated with 25 or more minutes played, the game will be considered

official and the score will stand.

- Cancelled games or games terminated before 25 minutes of play shall be considered a 0 to 0 tie for purposes of tournament standings.
- The tournament committee will make every attempt to play games throughout the course of the weekend.

LIGHTNING

- The tournament committee will continuously monitor Lightning and thunderstorms.
- In the event of lightning within 6 miles of the facility, an air horn will sound. This means that all individuals and groups must clear the facility immediately for a minimum of 30 minutes.
- In the event of lightning, all games will be immediately stopped at their present time and continued after a 30-minute delay from the LAST lightning strike within 6 miles of the complex.
- Coaches and/or managers may come to the tournament headquarters for an update at any time.
- Official communication will be sent out via e-mail to the head coaches and managers of the teams participating in the tournament.

SCORE REPORTING

- The referee will fill out a game report for each game played.
- The report will include game related information such as goals scored, cards given, and information on injuries.
- In the event of disagreement, the referee's score is final.
- At the conclusion of each match the referee will take this information to the tournament headquarters where the scores will be posted.
- Yellow and red card information will be used for tiebreaker scoring.
- The referee will also be scoring each team according to player conduct, coach conduct and overall game conduct.

RANKING

- Pool play games may end in a tie.
- Games that require a winner to advance; Semi-final or championship games may not end in a tie and will go directly to (2) 5-minute overtime periods, played according to Golden Goal rules (first to score will win).
- If at the end of both overtime periods the game is still tied, a winner will be determined by a penalty kick shootout.
- Points awarded for games will be:
 - **3 for a win**
 - **1 for a tie**
 - **0 for a loss**
- A team will be awarded 3 points if the opposing team forfeits.
- **A team will have one point subtracted from their total points for each red card issued to any players on that team.**
- A team is awarded a bonus point for a shutout.
- A team has a point **deducted for any game that results in a goal differential for that game of 8 goals or higher.**
- A team forfeiting any game may not advance from pool play or to the next level, whichever is appropriate.

TIE-BREAKERS: Tiebreakers are to be used in this order:

1. Fewest Forfeits
2. Head-to-head competition
3. Goals Against
4. Fewest Red Cards
5. Fewest Yellow Cards
6. Coin Toss

REFUNDS

- There shall be no refund for any team dismissed from the tournament for disciplinary reasons.
- There will be no refund issued for teams who withdraw from the tournament before competition.
- If the Queen City Classic is cancelled prior to commencement for inclement weather and/or unplayable field conditions, a 50% refund will be issued to all teams.
- If the tournament has commenced and has to be cancelled due to inclement weather and/or unplayable field conditions, a 25% refund will be issued to all teams.