

Arkansas State Championships

Rules of the Competition

(Revised 08/24/20)

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PREAMBLE

The Arkansas Competitive Soccer League ("ACSL") was created with the purpose of encouraging competitive play among its 11U-19U competitive teams. Participation is open to any Arkansas team properly registered with ASA, provided the member club is in good standing with ASA. Qualifying teams have the opportunity to compete against the best teams in the country via the United States Youth Soccer ("USYS") Presidents Cup and the USYS National Championship

Series. ASA teams that participate in the National League Mid-South Conference, or other equivalent/approved USYS league, will also qualify for ASA postseason tournaments.

TEAM RESPONSIBILITIES

1. Be at your field ready to play 20 minutes before game time.
2. First team listed in the schedule is the home team.
3. 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.
4. The bench area must be cleaned before the team leaves. A \$100 fine may be imposed if the bench area is not cleaned. Please report any benches left unclean to the field marshal prior to the start of your match.
5. Spectators must be on the opposite side of the field from the team and the coaches.
6. Good sportsmanship will be expected from all coaches, players, parents, and spectators. Each coach is responsible for the behavior of his/her team, coaches, parents, and spectators. Referee abuse will not be tolerated!
7. No alcoholic beverages or tobacco product may be consumed at the soccer complex. All complex rules must be followed.

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 four (4) goals scored and zero (0) goals against resulting in an automatic score of three points for the team forfeited against.

PLAYER PASS - CREDENTIALS

Each player and all coaches must possess a laminated ASA player pass. Laminated passes must be given to the referee or assistant referee prior to the start of the game and will be returned at the end of the game. It is the responsibility of the team coach or manager to retrieve the player cards at the conclusion of the game.

Only properly licensed coaches listed on the team's official roster are eligible to be on the sidelines with the players. Team managers are allowed on the player's sideline only in the case

of injury or other medical condition. Each team can have a maximum of four (4) coaches/managers on the player's side of the field at any one time. Coaches licensing requirements are consistent with the ACSL policies.

PLAYER'S EQUIPMENT

No player shall wear anything that is dangerous to him/herself or any other player, including but not limited to, jewelry of any kind, hard medical cast, or splints. Shin guards are mandatory and must be adequate for the player's height. Shin guards must be worn under the player's socks.

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.

JERSEY NUMBERS AND COLOR

Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team. Numbered jerseys for goalkeepers are optional.

The Home team must wear a light colored jersey and socks.
The Away team must wear a dark colored jersey and socks.

If, in the opinion of the Referee, there is a color conflict, the team causing the conflict must change.

RULES OF COMPETITION

FIFA laws of the game and US Youth Soccer modified youth rules, unless amended by ASA, apply to the event.

HEADING THE BALL

Per USSF, USYS and ASA policy, players 11U and below are not allowed to intentionally head the ball. If a player does intentionally head the ball, the opposing team will be awarded an indirect free kick.

LENGTH OF GAME AND OVERTIME PERIODS

- 11U – 12U: Game Length 2 x 30 minutes 2 x 5 minute overtime
- 13U – 14U: Game Length 2 x 35 minutes 2 x 10 minute overtime
- 15U – 16U: Game Length 2 x 40 minutes 2 x 15 minute overtime
- 17U – 19U: Game Length 2 x 45 minutes 2 x 15 minute overtime

Preliminary games can end in a tie. Overtime will only be used in semi-finals and finals. Should a tie occur in the semi-finals or finals, the game shall go into overtime. If still tied after the completion of two overtime periods, played to completion, then 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 (which may include a different state cup game or a regional tournament game if the team advances). 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.

TEAM ROSTER AND GAME CARDS

ASA will provide each team with an approved state cup roster prior to the start of the Cup. The game cards provided to the referees will mirror the approved roster. The referee will check-in the team based upon the game card. NO player can be added to the game card roster. No player can be on more than one team roster participating in the event. No exceptions whatsoever.

11U – 12U Teams: Teams are allowed to roster a maximum of 18 players.

13U – 19U Teams: Teams are allowed to roster a maximum of 22 players, but a maximum of 18 players can dress out in any game. Players not participating in a game may sit on the team bench, but must be in street clothes.

Red carded players: If a player receives a red card and sits out the next game, for that next game, the player must be listed as one of the 18 eligible players on the game card, even though he/she cannot play in the game.

SUBSTITUTIONS

Arkansas State Championships:

- 13U – 14U - Unlimited Substitutions are permitted.
- 15U – 19U - Limited Substitution Rule applies: A maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.

Note the exception to the above when substitution of the player is due to a possible concussion, as per Southern Regional Championships rules:

Per Rule 242 Playing Rules Section 3 (subsection 3) Medical Substitution from the USYSNC National Championships Policy: (3) If a player is suspected of suffering a head injury, they may be substituted for evaluation without the substitutions counting against the team's total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

Please refer to [Concussion Policy](#) for further information.

Substitutions may be made with the consent of the referee at the following times:

1. Prior to a throw-in by the team in possession.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After an injury by either team (1 for 1)
5. At the beginning of each half.
6. After a player is cautioned he or she may be substituted

STANDINGS

Teams will be awarded the following points:

- Three (3) points for a win
- One (1) point for a tie
- 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 = 4 + points for the winner, - 4 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.

Note: Tie breaking rules do not apply to 2 team brackets. See the ASA State Cup Bracketing section for information on how 2 team brackets are handled.

KEY POLICIES

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 your players and parents understand this policy. Air horns are for official purposes only. Spectators are prohibited from using air horns or similar devices.

CONCUSSION POLICY

1. (1) Any player leaving the field of play due to a head injury MUST immediately see the official tournament medical staff.
2. If a player is determined to have a possible concussion, a [Possible Concussion Notification for US Youth Soccer Events form](#) will be provided to the player, player's parent(s)/guardian(s), and or coach following such determination, though the failure to receive same shall not negate the requirements set forth in (3) below;
3. A player determined to have a possible concussion and/or a player that has received the Possible Concussion Notification form referenced in (2) above may return to play only after release from a medical doctor or doctor of osteopathy specializing in concussion treatment and management. This medical clearance must be on a document from the medical doctor's office stating that the player has been cleared to return to play and is clear of symptoms. The document must be signed by the medical doctor.

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. Any player leaving the field of play due to a possible concussion MUST immediately see the official tournament medical trainer.

REFEREE ABUSE

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.

PROTESTS AND APPEALS

The referee's decision concerning all aspects of the game is final unless there is a misapplication of the laws of the game. Protests will be allowed for challenges to player

eligibility and data of competition. Any protest must be filed with the tournament director within 90 minutes of the match's completion. Rule violations not specifically related to a particular game can be protested at any time. 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.

Any protest relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

A plea of ignorance to the rules and regulations of the Arkansas State Soccer Association (ASA) or the US Youth Soccer (USYS) National Championships rules are not sufficient grounds for lodging a protest or appeal or for a valid protest or appeal to be overturned. Violators may expect appropriate action by ASA.

TERMINATION OF THE GAME

The Tournament Committee reserves the right to end the tournament or shorten or reschedule games in the event of inclement weather. If, due to inclement weather, a match is halted after the first half ends, the match is considered complete and the score stands. Winners will be determined under the point system described under "Standings."

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.

Arkansas State Championships Important Information

REGISTRATION RULES

1. Teams must abide by all National Championship Series Rules.
2. Only primary or club pass players are allowed to participate.
3. Teams must maintain a continuity of a minimum of nine players from league to state championship's roster.
4. Teams must qualify to register for this cup by competing in and completing their schedule in either Arkansas Competitive Soccer League or USYS National League Series.
5. A player can only play in one State Championship (in any state) per seasonal year. If a 14U or younger player club passes or is registered on a 15U – 18U team, that player is ineligible to play in the 13U – 14U, or 19U State Championships that are held in the Spring.
6. A player cannot be rostered on both a State Championships and Governor's Cup team if it is held the same weekend.
7. Roster limit: 22 players on State Championship roster and 18 players on the game roster.
8. Only rostered players, coaches, and managers may be on the sideline with the players.
9. Pursuant to NCS rules, qualifying teams must compete in at least a 4-team approved league during the current seasonal year in its State Association, US Youth Soccer Regional League or US Youth Soccer National League, or with its State Association's permission in another State Association, except for the 19U age group for boy's and girl's. The league competition must consist of a minimum of one game against each of 3 different teams participating in the league. Whether participation in any amateur league shall qualify a youth team for Championship competition under this policy shall be determined by each State Association.
10. All 18U+ players will be required to have taken the SafeSport training and obtained an approved background check to be eligible.
11. **For the 2020-2021 seasonal year only**, 20U players will be permitted to play on 19U teams and those players may be rostered for competition in the Regional National Championship Series event in Greenville, SC in June, 2021 should they qualify and wish to advance.

2020-05-25	Formatting update
2020-08-24	Registration Rules - #10&11- 20u player 'covid' exception and safesport