

## **Arkansas Ron Heller Recreational Cup Event Format & Rules of the Competition – November 14, 2022**

The ASSA Ron Heller Cup is open to all teams with players registered with ASSA as recreational. Players may only play on one team during the event (the ASSA Funfest Jamboree and the Ron Heller Cup are considered the same event). Absolutely no classic players are allowed to participate.

### **Team Responsibilities**

- Be at your field ready to play 20 minutes before game time.
- The first team listed on the schedule is the home team and must change in the event of a color conflict.
- All players must have a number on his/her jersey (excluding goalkeepers).
- This is a Recreational tournament, and coaches should strive to play each player at least 50% of a game. Failure of a team to play all players 50% of a game is NOT subject to protest.
- Spectators must be on the opposite side of the field from the playing team and the coach.
- Bench areas must be cleaned before the team leaves at the conclusion of their game.
- No alcoholic beverage or tobacco product is to be consumed at any soccer complex.

### **Sportsmanship**

Good sportsmanship is highly valued and is expected from all coaches, players and spectators. Coaches are responsible for the conduct of their players, parents, and spectators. **Referee abuse will not be tolerated!** It is recommended that opposing coaches and players shake hands after each game. Parents, coaches and spectators should enjoy and encourage the activity of the players. The most important rule, however, is that common sense should prevail. Coaches should do everything in their power to not run up the score.

### **Score Confirmation**

The completed referee game card constitutes the official record of the game. At the conclusion of each game, an adult listed on the team's official roster must confirm and sign the Official Match Report provided by the Referee. It is the responsibility of the adult signing the scorecard to confirm the final score. No changes will be made after the scorecard is signed. Group games may end in a tie.

### **Playing Time**

Each player should play at least 50% of each game. The only exception will be for injury, discipline, or disability. If a team has a player that cannot play 50% of the game, the coach should notify the opposing coach before the beginning of the game. Playing time is not a valid reason for a complaint or protest.

### **Player Equipment**

It is recommended that duplicate jersey numbers be avoided. However, in the event duplicate numbers are unavoidable, the coach must advise the referee before the match starts, to avoid confusion.

No player shall wear anything that is dangerous to himself/herself or any other player, including but not limited to, jewelry of any kind, hard medical cast, or splints. Shinguards are mandatory and must be age appropriate. 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.

### **Coaches and Managers**

Only coaches, trainers and/or managers listed on the team's official roster are eligible to be on the sidelines with the players. Each team can have a maximum of three (3) coaches/managers on the player side of the field at any one time. Rostered coaches/managers will be issued credentials at team check in. The credential must be worn around their neck at all times during a game. Individuals not displaying their credential will be removed from the sideline.

### **Player Passes**

Each player and all coaches, trainers and/or managers on the player's side of the field must possess a laminated ASSA player pass. Passes must be provided to the referee or assistant referee prior to the start of the match and will be returned at the conclusion of the match. A team representative is responsible for securing the player/coach passes from the referee at the conclusion of the match. Electronic player passes are allowed if the laminated player passes are not available.

## Concussion Policy

- 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 Event [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.

There are no exceptions to this policy. All coaches will be deemed to be familiar with this rule and aware of the requirements for a player to return to action. If any questions arise, they should be raised immediately after the completion of the game with someone at headquarters so that the coach and parents fully understand what steps need to be taken to ensure the player's safety before the player returns to competition. Ignorance of these requirements and/or misunderstandings or miscommunications regarding a player's diagnosis of a possible concussion and/or the necessary documentation for a player to return to action will not circumvent the enforcement of this rule.

## Additional Rostered Players

In order to ensure teams have sufficient players to participate in the Heller Cup, Additional Rostered Players may be added to rosters via the following methods.

- Club Pass, which allows teams to place age and registration level eligible players from within the same club onto another team roster for the event.
- Guest Players, which allows teams to place age and registration level eligible players currently registered to a different ASSA member club onto the team roster for the event. All Guest Players must have the ASSA Guest Player [form](#) completed with all required signatures. Guest Players forms are submitted at team check in.

All Additional Rostered Players (Club Pass or Guest Players) must be appropriate for the age group that the team is playing in.

Limits on Additional Rostered Players:

U7 & U8: 1 Club Pass and 1 Guest Player or 2 Club Pass

U9 & U10: 2 Club Pass and 1 Guest Player or 3 Club Pass

U11 & U12: 3 Club Pass and 1 Guest Player or 4 Club Pass

U13 & above: 3 Club Pass & 2 Guest Players, 4 Club Pass & 1 Guest Player or 5 Club Pass

Roster limits still apply and Additional Rostered Players cannot be utilized if adding those players would result in a team's roster exceeding the roster limit. All Additional Rostered players must be listed on the official team roster on or before the roster freeze date.

Secondary or dual registration is not permitted in the Heller Cup.

## **Team Roster and Official Match Report**

ASSA will provide each team with an approved tournament roster prior to the start of the tournament. The Official Match Report provided to the referees will mirror the approved roster. No player can be added to the Official Match Report roster. No exceptions.

## **Rules of Competition**

IFAB Laws of the Game as modified by the US Soccer Player Development Initiatives and/or US Youth Soccer, unless amended by ASSA, apply to the event.

## **Heading the Ball**

Per USSF, USYS and ASSA policy, players 11U and below are not allowed to intentionally head the ball. If a player does head the ball, the opposing team will be awarded an indirect free kick. In the event that a combination bracket is formed consisting of 11U and 12U players, 11U players are still instructed not to intentionally head the ball but the referees will officiate the game as if all players are 12U. In other words, the heading of the ball by an 11U player will not be whistled, but for player safety, coaches should instruct their 11U players to refrain from doing so.

## **9U & 10U Build Out Line**

The Build Out line is used in all 9U and 10U matches. Players on the attacking team must remain behind the build out line until the ball is put into play, either via a Goal Kick or the Goalkeeper releasing the ball. As a reminder, goalkeepers are not permitted to punt or drop kick the ball.

## **15U – 19U 7v7 Rules**

- No off-sides
- Substitutions (allowed on-the-fly) should take place within 5 yards of the center touchline.
- Seven (7) players on the field at one time, including the goalkeeper.
- Penalties, corner kicks, direct kicks, use 10U guidelines

## **Substitutions**

Unlimited substitutions may be made with the consent of the referee during any stoppage of play, except Penalty Kicks.

## **Standings**

The standings of teams are based upon the number of points earned in qualifying games. Teams earn points as follows: Six (6) points for a win (including forfeits, which are considered a 4-0 victory), two (2) point for a tie and zero (0) points for a loss. One (1) additional point will be awarded to a team allowing zero (0) goals to their opponent during a game, including forfeits and draws.

## **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 goal differential for the winner, -2 for the loser  
10 - 7 win → +3 goal differential for the winner, -3 for the loser  
10 - 1 win → +4 goal differential 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 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.

## Finals

Teams playing in a final or teams that finish in the top two (2) positions in a round-robin are awarded team trophies and individual medals. At the conclusion of a final, both teams should proceed to tournament headquarters for their award ceremony. Round-robin teams can receive their awards as soon as their teams final standing is confirmed.

## Length of Games

U9 & U10: 7 v 7 - Game Length 2 x 25 minutes, 5 minute halftime.

U11 & U12: 9 v 9 - Game Length 2 x 30 minutes, 5 minute halftime.

U13 and above: 11 v 11 - Game Length 2 x 35 minutes, 5 minute halftime.

7 v 7 - Game Length 2 x 30 minutes, 5 minute halftime.

## Overtime Periods

In semi-final and final matches, should a match be tied at the end of regulation, two overtime periods of five (5) minutes will be played. Both overtime periods will be played to completion; there is no "Golden Goal." If the match remains tied after the both overtime periods are completed, 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. 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.

## Spectators

Spectators (parents, relatives and/or other individuals) who may be reasonably construed as being associated with a team are subject to the jurisdiction and authority of the ASSA. The actions of spectators are the responsibility of the coaches appearing on the team roster.

Spectators are not permitted anywhere behind the goal line during a match. The spectator area is located on the opposite side of the field from the team benches. The spectator area extends from a point 3-yards from the center line down to the corner flag, meaning that there is a 3-yard area on either side of the half line where no spectators are permitted. Spectators must remain in this area, in the half of the field directly across from their team's bench.

Whistles, air horns, megaphones, artificial noisemakers and/or similar devices are prohibited.

Any spectator that is removed must immediately leave the field area.

## Referees

**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. An accumulation of three yellow cards by any player during the course of the tournament will cause the player to be ineligible to participate in their next tournament game.

## **Protests**

Referee decisions and/or judgment calls may not be protested. No protests or appeals will be accepted or heard unless there has been a misapplication of the Laws of the Game by the Referee and that misapplication has materially affected the outcome of the game.

Any such protest must be filed with the tournament director within one hour of competition of the match. 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.

Failure of a team to play all players 50% of a game is NOT subject to protest.

## **Withdrawal, Forfeits and Grace Period**

If a team withdraws from the tournament after the registration deadline has closed, the refund of the registration fee will be at the discretion of the tournament committee.

If a team withdraws from the tournament within 72 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 club may be fined \$500.

Teams are granted a five (5) 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 game, all of their games played previously or to be played will be declared a forfeit. Forfeited games will be declared four (4) goals scored for the opponent and zero (0) goals for the forfeiting team.

## **Inclement Weather**

If inclement weather occurs, the tournament committee reserves the right to shorten or reschedule games. Every attempt will be made to have all matches played. Re-scheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the normal progress of the competition. If, due to inclement weather, a match is halted after the first half ends, the score may be declared as final. In the event of a prolonged weather event, the tournament committee reserves the right to use other methods to determine the winners, or possibly cancel the balance of the event.

## **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 players, parents and other spectators understand this policy. Air horns for official purposes only. Spectators are prohibited from using air horns or similar devices.

## **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.

## Bracketing Information

The Ron Heller Recreational Cup requires a minimum of two (2) teams to form a bracket. Seven (7) or eleven (11) team brackets are not permitted; in such cases the latest entry received may be denied participation.

**Two team bracket:** Two (2) games scheduled. Champion and Finalist are determined by points awarded according to tournament rules after both games are competed. If the teams are tied on points after both games are competed, all tiebreaking rules are utilized to determine the final placement of the teams.

**Three team bracket:** Single round robin. Champion and Finalist are determined by points awarded according to tournament rules after round robin play concludes. If two teams are tied on points at the conclusion of the round robin, tiebreaking rules are utilized through the third (3<sup>rd</sup>) criteria. If the two teams are still tied after the third (3<sup>rd</sup>) criteria, then a final game will be scheduled.

Note that there is no final UNLESS the top two teams are tied on points at the conclusion of round robin play AND through the third round of tiebreaking rules.

**Four team bracket:** Single round robin. Champion and Finalist are determined by points awarded according to tournament rules after round robin play concludes.

- a) If two teams are tied on points at the conclusion of the round robin, tiebreaking rules are utilized through the third (3<sup>rd</sup>) criteria. If the two teams are still tied after the third (3<sup>rd</sup>) criteria, then a final game will be scheduled. However, if two 2-0 teams are playing each other in the third game of round robin competition, then that game will be considered the final, eliminating the need for a rematch if that game should result in a tie.
- b) If more than two teams are tied, all tiebreaking rules are followed until only two (2) teams remain. Once those top 2 teams are identified, the procedure set forth in a) above applies.

Note that there is no final UNLESS the top two teams are tied on points at the conclusion of round robin play AND through the third round of tiebreaking rules.

**Five team bracket:** Single round robin. Champion and Finalist are determined by points awarded according to tournament rules after round robin play concludes.

- a) If two teams are tied on points at the conclusion of the round robin, tiebreaking rules are utilized through the third (3<sup>rd</sup>) criteria. If the two teams are still tied after the third (3<sup>rd</sup>) criteria, then a final game will be scheduled. However, if two 3-0 teams are playing each other in the fourth game of round robin competition, then that game will be considered the final, eliminating the need for a rematch if that game should result in a tie.
- b) If more than two teams are tied, all tiebreaking rules are followed until only two (2) teams remain. Once those top 2 teams are identified, the procedure set forth in a) above applies.

Note that there is no final UNLESS the top two teams are tied on points at the conclusion of round robin play AND through the third round of tiebreaking rules.

**Six team bracket:** Two groups of three teams, single round robin play within each group. Group winners, as determined by points awarded according to tournament rules after round robin play concludes, play in a final. 2nd place teams play each other in a consolation match, and 3rd place teams play each other in a consolation match. Any ties are broken following all tiebreaking rules.

**Eight team bracket:** Two groups of four teams, single round robin play within each group. Group winners, as determined by points awarded according to tournament rules after round robin play concludes, play in a final. Any ties are broken by following all tiebreaking rules.

**Nine team bracket:** Three groups of three teams, single round robin play with teams playing games against opponents within their own group. Group winners, as determined by points awarded according to tournament rules after round robin play concludes, along with the best wildcard team with the highest points awarded according to tournament rules after round robin play concludes, will play a semi-final. The winner of Group A will play the Wildcard and the winner of Group B will play the winner of Group C. If the Wildcard is from Group A, the semi-final pairing will be changed to the winner of Group A versus the winner of Group C and the winner of Group B versus the Wildcard. The winners of each semi-final game will play a final. The second Wildcard will play the third Wildcard in the fourth place match, while the fourth Wildcard will play the fifth Wildcard in the sixth place match. If these matches result in matches between Group opponents, the second Wildcard will play the fourth Wildcard and the third Wildcard will play the fifth Wildcard. The loser of the sixth place match will play the sixth Wildcard in a consolation match.

**Ten team bracket:** One group of four teams (Group A) and two groups of three teams (Group B and Group C), single round robin play with teams playing games against opponents within their own group. The winner of Group A, as determined by points awarded according to tournament rules after round robin play concludes, will advance to the finals. The winners of Group B and Group C, as determined by points awarded according to tournament rules after round robin play concludes, will advance to a semi-final against each other. The winner of the Group B versus Group C semi-final will play the Group A winner in the final. Teams finishing second and third in Group B and Group C will play consolation matches against the second and third place teams in the other group.

**Twelve team bracket:** Four groups of three teams with teams playing games against opponents in another group. Group A teams will play against Group B teams and Group C teams will play against Group D teams. The winners of each group, as determined by points awarded according to tournament rules after round robin play concludes, will advance to the semi-finals. The Group A winner will play against the Group D winner in the semi-final, while the Group B winner will play against the Group C winner in the other semi-final. Winners of each semi-final will meet in a final.

## **Document Change Log**

March 1, 2017: Document created

March 7, 2017: General cleanup of document format.

May 4, 2017: Correction of typo in tiebreakers

April 18, 2019: General updates to rules. Changed points awarded from 3 win, 1 tie, 0 loss to 6 win, 2 tie, 0 loss. Clarification of 50% playing time guideline. Clarification on age of players utilizing Club Pass.

April 30, 2019: Modified 6 team bracket to crossover matches. Added information for 9, 10, and 12 team brackets.

February 25, 2020: Modification to Build Out Line and Additional Rostered Players.

November 14, 2022: Modified 6 team bracket to be intra-bracket games followed by championship game (1v1) and two consolation matches (2v2 and 3v3).