



ABSC World Cup

Opening Day

Soccer Tournament

All funds support our scholarship program

This tournaments will be played in accordance tournament rules outlined below.

TEAMS: Composed of six (6) players. Eight (8) are allowed. Only four (4) may play at a time, and a team may not play with fewer than three (3) on the field.

FIELD: Min 25 x 20 or max 30 x35

TEAM ROSTER: Pick up at the tournament check in

GOALIE: None

SUBSTITUTION: With the referee permission at any stoppage in play or at the referee discretion during a free kick. NO substitution during running play.

FREE KICKS: Indirect kicks- Kick-off, kick-in, fouls. Defender will be 8 feet away from the ball. Kick must be taken within 5 sec from the signal of the referee, delay of play will be a turn over and a free kick for the other team. The ball is put in play by kicking it in from the point where it went out on the side lines.

GOAL SCORE: The ball entire ball must cross the goal line. Goals can only be scored over the half line for the defending team.

DEFENDING: No defending in the goal arc.

All corner and penalty kicks are direct

ALL GAMES WILL BE FINAL – NO PROTESTS WILL BE ALLOWED

ROSTER: All Team must hand over their team roster to the referee at the start of the game.

GAME CHECK-IN: All teams are required to be at their designated field 5 minutes prior to the scheduled start of each game. The Field Marshall/Referee coordinator will check team roster before the start of the game.

START OF THE GAME: Coin flip.. All games will begin within five minutes of the scheduled start time. If a team has not taken the field with the minimum number (3) of players within the five-minute grace period, the game will be declared a forfeit to the team in attendance with the minimum (3) of players on the field. The team winning by forfeit shall receive a 1-0 score. If both teams fail to take the field within the five minutes grace period with the minimum of players, both teams will receive no points.

GAME CARDS: Referees will be given game cards prior to the game and additional cards will be available a referee table. Upon the conclusion of the game, the Field Marshall will collect the card from the referee to post the score and return the card to Tournament Headquarters.

HOME TEAM: The team listed first on the game schedule is designated the Home Team for preliminary rounds. The team with the highest point total shall be the Home Team in Championship and Consolation games. The Home Team gets choice of touchline (side of field).

GAME BALL: The league will provide the game ball.

TEAM DIVISION: Each team will play the other teams in their flight in a round-robin format. The two teams with the most points after the round-robin is completed will advance to the Championship Game Sunday afternoon.

SIX TEAM DIVISION: There will be Flight A and Flight B, each with three teams. Each team will play the teams in their division in a round robin format. The two teams within Pool A and Pool B with the most points from the preliminary round will advance to the Championship Game.

EIGHT TEAM DIVISION: The teams will be divided into two flights of four teams. Each team will play the other teams in their flight in a round-robin format. The teams within each flight with the most points from the preliminary round will advance to the Championship Game on Sunday afternoon. The team in each flight with the second highest points will advance to the Consolation Game.

LENGTH OF Preliminary Games: 2-10 min halves w/5 min half time

LENGTH OF Championship/Consolation Games U9-U10 Games – 2-15 min w/5 min half.

*** All ties will stand in preliminary games—no overtime periods. In the event of a tie in a Championship or Consolation Game, a winner will be determined by playing two 5-minute GOLDEN GOAL overtime periods (10 minute game switching sides after five minutes). The first team to score shall be declared the winner. In the event neither team scores in the overtime period, penalty kicks will determine the winner.

SCORING: The maximum point total per game is 10.

-6 points for a win

-0 points for a loss

-3 points for a tie

-1 point for a shut-out (0-0 tie qualifies as a shut-out)

-1 point per goal (max 3 points)

*** 1 point will be deducted for each player's red card.

**** 3 points will be deducted for each manager red card.

TIE BREAKING PROCEDURE: If teams remain tied after completion of preliminary round, the following tiebreaker will determine selection for advancement to the Championship and Consolation Games in this specified order:

- Head-to-head competition (team that won head-to-head game between tied teams advances) • Team with fewest losses advances.
- Team with the highest goal differential advances (goals scored minus goals allowed not to exceed a differential of 4 in any 1 game).
- Team with the fewest goal allowed advances.
- Team with the most goals scored advances (maximum of 4 goals per game).
- Team with fewest send-offs advances.
- Shootout three players will be done by any three players on the roster. The first team missed will lose the game.

PENALTY ZONE VIOLATION: Players may not enter the penalty zone (8-ft semicircle in front of each goal) at any time. If a “defensive” player enters the zone and becomes involved in the play that prevents the scoring of a goal, the referee will award a goal for the offensive team. If a “defensive” player enters the play (i.e. cutting across the zone to intercept an attacking player), the referee will award a penalty shot. When an “offensive” player enters the zone in his offensive end before the ball crosses the goal line, a goal kick is awarded to the defensive team. An “offensive” player that legally plays the ball outside the zone and whose momentum carries him into the zone will not be penalized.

FOULS / RESTARTS: All fouls will result in an indirect free kick from the point of the violation (unless advantage is applied) except as follows:

a. **Fouls:** Deliberate handling of the ball that prevents a scoring opportunity will result in a penalty shot and a caution. A foul committed against an opponent on a breakaway with a goal scoring opportunity will result in a penalty shot and a caution.

b. **Restarts:** Injury that requires stoppage of play. Drop ball at the point of play when stoppage occurs. If the ball stops in the penalty zone without crossing the goal line, a goal kick is awarded to the defensive team or a corner kick is awarded to the attacking team depending on who touched the ball last.

PENALTY SHOT: When a penalty shot is awarded as defined, the team receiving the shot will get an opportunity to shoot from the center spot on an unattended goal of their opponent with all the players removed to the midline. No second play is allowed. If a goal is scored, restart with a kick-off. If missed, then the defending team is awarded a goal kick. If the ball stops rolling before going out of play, the defending team is awarded a free kick from where the ball stopped, unless in the penalty zone, then it is restarted with a goal kick.

FORFEITURES: The referee may terminate a game and award a forfeiture if:

Any team falls below 3 players on the field.

A team leaves the field during a game without the referee’s approval.

Alcoholic beverages or drugs are observed on the sidelines of either team.

A team is sent from the field by the referees for violent play or misconduct by coaches, players or their fans. ***The team winning by forfeit shall receive a 1-0 score for that game (8 points)

SPORTSMANSHIP / CONDUCT / PROHIBITIONS: Team captains are responsible for the conduct of their players, parents or spectators. Comments to the other team’s player, coaches or to the referee is considered poor sportsmanship. Possession or consumption of any alcoholic beverage or controlled substances is expressly prohibited at all fields. Any team (parent or spectators) found violating this rule will forfeit all games played and face possible expulsion from the tournament. **Warning:** Three warnings equal a forfeit

EJECTIONS AND CAUTIONS: Players that are ejected from a game will be automatically suspended from at least the NEXT game. A send-off report will be completed by the referee and forwarded to the Tournament Director. The Tournament Rules Committee may impose additional games of suspension if deemed necessary. The Tournament Director will send a modified team roster to the team without the player name and the player will not play until the suspension has been lifted. Should an ejection occur during the last game for that team, or in extreme conditions, the team will forfeit their tournament standing.

YELLOW CARDS: Players who are cautioned shall be substituted for at the time of caution.

AWARDS: Individual player awards will be given to all players in Championship and Consolation Games. Awards will be distributed on the field immediately following each Championship and Consolation Games.

RAIN PROCEDURES: In the event of inclement weather. The Tournament Committee is solely responsible for rescheduling any rained out games.