

The Derby

2024 TOURNAMENT RULES



Registration and Check-In

- Every team is required to upload all documents into their Got Sport Account, as specified by the event. Those documents include an official team roster, a player pass for each player on that roster and the team agreement form. Although medical releases are not required as a part of check-in the team official should have a medical release for each player on their roster, in the event of an emergency.
- If guest players are used, they must have a valid player pass, medical release and all loan paperwork as required by your local association.
- Team Officials must maintain possession of all players passes and medical releases throughout the event, in case a question of player eligibility arises.
- A team official, from every team, must check-in at their respective site headquarters 1 hour prior to their first game. This check in will be to confirm that your team is present, confirm any schedule changes and that no players need to be added to your roster. If roster additions are to be made, they must be made at that moment and the team official must have all required documentation for that player. After that no further check-in is required.

Team Rosters and Guest Players

- Rosters are frozen 1 hour prior to a team's first game. No players may be added after that time unless given special permission by the event director and will only be granted in the event the team will not have enough players to continue in the event, due to unforeseen emergencies. If a team must add players, due to suspensions of rostered players, they will be permitted to do so but that match will be recorded as a forfeit win to the opponent.
- The event is sanctioned through US Club Soccer, but we accept official team rosters from US Club Soccer, SAY, USSSA, AYSO, and USYSA State Associations (NTSSA, STYSA, OSA, etc.).
- Teams must be registered through one of the above organizations and all team paperwork should be from the same organization. In the event a team is using players that are registered from different sanctioning organizations special permission must be obtained from the Tournament Director.
- There is no limit to the number of guest players a team may bring, provided they do not exceed the roster maximum for their age group and have required paperwork for each guest player.
 - 11v11 Teams (18 player roster limit)
 - 9v9 Teams (16 player roster limit)
 - 7v7 Teams (14 player roster limit)
 - 4v4 Teams (8 player roster limit)
- A player may play on two different teams, during the event, provided ALL the following requirements are met:

- Teams are in two different age groups,
- Player is age eligible for both age groups,
- Player is listed on the official team roster for both teams at check-in.

Player Jerseys/Numbers

- Each team must have numbered jerseys for all players.
- Player names and jersey numbers must match the team's official roster.
- Goalkeepers are not required to have a number on their jersey but should be identified by number on the team's official roster. Goalkeeper jersey must be of a different color than field players on both teams.
- Jerseys must be same primary color but do not have to be of identical style. If the referee orders a jersey change due to color confusion, players/teams must comply.
- Home Team is team listed first (left) on the schedule. Home Team will wear white or lighter-colored jerseys. Away Team will wear dark-colored jerseys. In case of similar jerseys (i.e. – Neon jerseys), then home team changes.
- Pennies (mesh scrimmage vests) may be used over the jersey to resolve color conflicts if the jersey numbers show through the pennies to the referee's satisfaction.
- Players must wear shin guards that are age appropriate and completely covered by socks. Referees may require players to leave the field to change or correct improper/unsafe equipment.
- Shoes with metal cleats/studs are not allowed.
- Violators will be removed from the field by the referee and not allowed back on the field of play until the player equipment issue has been corrected.

Team Tent Areas

- Tents will be provided for every team by The Derby. Teams will not be permitted to put their own tents on the sidelines with the players.
- Team players and coaches are to be on the opposite side of the field from all spectators. Only rostered players, coaches, assistant coaches, DOC's and team managers are allowed the sideline team tent area.

Spectator Areas

- Spectators are to be on the same half of the field across from their team bench. No one may spectate or loiter behind the goal. Legends FC AZ will not be responsible for bodily injury or property damage.

Match Ball

- The tournament will provide 2 balls for every match. After the match the balls are to be given to the referee for the next match.

Protests

- The only protests allowed are for an ineligible player. All protests must be reported in writing, with a One Hundred Dollar (\$100) cashier's check, money order or cash. If a team wins the protest, their protest fee will be returned.

Match Duration

- **Pool Play Games**
 - All games, all ages, will not be the same format. We will have U7/U8 - 20 min/5 min half, U9/U10 - 25 min/5min half, U11/U12 - 25 min/5 half, U13/U14 - 30 min/5 min half, U15/U19 - 35 min/5 min half.
 - If tied at the end of regulation game ends in a tie.
- **Semi and Final Games**
 - If tied at the end of regulation teams will go straight to penalties.
 - A coin toss will be used to determine who kicks first. The winning team, of the coin toss, decides to kick first or defer to opponent. Each team will get 5 kickers, alternating each time and then if still tied after 5 kickers a sudden death kick off commences until a winner is determined.
 - Any player, on the official team roster is permitted to take penalty kicks. A player does not have to be on the field of play to be permitted to take penalty kicks in a play-off game.

Scoring System

- Scoring system for preliminary (pool) games will be as follows:
 - 6 points for a win
 - 3 points for a tie
 - 0 points for a loss
 - 1 point per goal scored in the game with a maximum of 3.
 - 1 point for a shutout (not allowing opponent to score)
- A forfeit game will be scored at a 4-0 win.
 - The forfeiting team will receive zero (0) points for the match.
 - The team being forfeited to will receive points for a 4-0 win.
- ANY TEAM THAT FORFIETS A MATCH WILL BE AUTOMATICALLY REMOVED FROM THE PLAYOFFS, UNLESS FOR UNFORSEEN AND UNCONTROLLABLE CIRCUMSTANCES (I.E. TRAVEL PLANS ALTERED DUE TO WEATHER, ACCIDENTS, EMERGENCIES, ETC)

Intentional and Unintentional Forfeits

- Forfeits may be declared for the following reasons, but not limited to:
 - A team has not arrived, ready to play, ten (10) minutes after the scheduled start time.
 - Teams with the minimum number of players within ten (10) minutes of the scheduled start time refusing to take the field.
 - 11v11 Teams (minimum of 9 players to start the game; no less than 7 players at any time).
 - 9v9 Teams (minimum of 7 players to start the game; no less than 6 players at any time).
 - 7v7 Teams (minimum of 5 players to start the game; no less than 4 players at any time).
 - 4v4 Teams (minimum of 3 players at any time).
 - Game abandonment by the referee
 - Players, coaches, or spectators' refusal to leave the complex due to an event official or referee decision.

Game Reports and Player Pre-Game Check In

- Each field will be monitored by a field marshal. Before the game the field marshal will provide the game card to the referee and the referee will verify the home and away teams are correct and that all players playing in the match are listed on the game card. No player cards will be requested unless questions rise for the eligibility of that player.
- After the game the referee will have both coaches sign the game report to make it official. Coaches must verify the referee has accurately recorded the field number, game time, team names, score, and misconduct (red and yellow cards).
- The game report will be submitted to the field marshal who will then submit to Tournament Headquarters. The game score will be inputted into the system by Tournament Headquarters and published on-line.

Play-Offs and Tournament Champions

If teams are tied in points after their preliminary (pool) games are completed, the following tiebreaker procedures will be used to determine the team advancing:

1. Head-to-Head game results - winner will advance.
2. Goal differential – game max 4
3. Goals Against (least)
4. Goals For (most)
5. Most Shutouts
6. Kicks from the mark, aka. Penalty Kicks

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for seeding higher than the other.

If more than two teams are involved in a tie, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5, a random draw will be made with the number being drawn receiving a bye. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then “play” the team sitting out, (kicks from the mark), the winner will be seeded higher for the playoffs.

Substitutions

- There will be free substitution, with the referee’s consent, at all “dead ball situations”. The referee can deny a substitution if they feel it takes an advantage away from either team as a quick restart or disrupts the flow of play.

Send off Disciplinary

- An official send-off is the referee ejects the coach, player, or spectator from the remainder of the game AND fills out a Misconduct Report. Any send-offs should be reported to the Tournament Director immediately following the match. Any players, coaches, or spectators sent-off by the referee must leave the complex in a timely manner by, at least, going to the parking lot or tournament headquarters and having NO form of communication with the team. If a player’s parent or guardian is not in attendance, they may report to the tournament headquarters with a manager or a team parent until the game has concluded.

Match Suspensions

Tournament Committee and/or Tournament Director have the right to adjust match suspensions.

- Any player or coach officially sent-off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with the same team.
- Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team.
- Any players, coaches, or spectator’s send-off for fighting (punching, kicking, etc.), spitting, or is the player’s second tournament send-off, is subject to expulsion from the remainder of the tournament.

Miscellaneous Tournament Rules

- All referee game decisions are final.
- The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
- Tournament Director decisions are final in all matters. No appeals will be allowed beyond that point.
- In the event the referee or linesmen are missing from the field, report immediately to your Field Marshal. In the event the linesmen are not available, each team is required to provide a "club linesman".
- Nets and Flags are provided by the tournament.

Code of Conduct

- In the event a player, coach or spectator is determined to be acting beyond the scope and nature of proper conduct and behavior, they will be asked to leave the game field and perhaps be removed from the complex for the duration of the event. In the individual chooses not to follow that instruction, the team could possibly be removed from the event and all games would be recorded as a forfeit loss.

Inclement Weather

- The intention of the event is to play all games, in entirety for the benefit of the players, coaches and parents. If the schedules must be adjusted to do so that action will be taken, which may include shorting the duration of matches, although that is not a desired action. Cancelling matches is the least desirable result and will only be taken if necessary.
- In the event that a game needs to be stopped due to inclement weather, lightning, etc., you will be instructed by the Referee and Tournament Director to leave the playing field immediately.
- All players, coaches and spectators go to their cars. DO NOT LEAVE THE SITE.
- The Tournament Director will notify teams when they are able to return to the field. If it is necessary for you to check with Tournament Headquarters regarding this situation, we ask that only the teams' head coach or team manager go to the headquarters tent.
- Play will resume at the moment it was stopped to ensure a full match for the participants.
- In the event of inclement weather, park closure or any other forced cancellations outside of our control, the format for tournament play and/or completion of the tournament will be determined by the Tournament Director. Every attempt will be made to avoid cancellation. All communications with regard to schedule changes / modifications will be made directly with the coach and team manager / contact listed for that team.

U11 and Below:

Heading

- Per USCS Guidelines: Players in U-11 programs and younger shall NOT engage in heading, either in practices or in games. In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player **deliberately** heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- If a U11 team is “playing-up into U12” they will be permitted to head the ball.

U10 and Below:

Build Out Line (per the U.S. Soccer Player Development Initiatives)

- The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accept the positioning of the opponents and the consequences of how play resumes.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.