ARSENAL CHALLENGE 2026

Rules of Competition

COACHES

Please review all Tournament Rules of Competition, particularly those applying to tournament procedures and play on the field.

MANAGERS

Please review all tournament procedures. It is important that team managers are aware of the requirements for Pre-Tournament Online Check-In.

1. TOURNAMENT POINT OF CONTACT

For all tournament matters, please contact the Tournament Director:

Email: azarsenaltournaments@gmail.com

It is the team's responsibility to ensure that the appropriate phone numbers, preferably cell phone numbers, and email addresses are entered into the team's Tournament Application and remain current throughout the event.

The Tournament Committee will utilize the Club Website:

https://www.azarsenalsc.org/

and/or the Tournament Website:

https://www.azarsenalsc.org/events/arsenal-challenge

The Tournament Committee may also communicate with teams by email and, when necessary, telephone regarding changes to the schedule or other tournament matters.

2. MATTERS NOT PROVIDED FOR AND COMPETITION AUTHORITY

The Tournament Director, Tournament Committee, and/or their designees have the authority to make decisions regarding matters not specifically provided for in these rules or tournament policies.

The Tournament Director, Tournament Committee, and/or their designees also have the authority to uphold, modify, or overrule tournament rules when necessary for the safety, fairness, or overall benefit of the event.

3. REGISTRATION AND ONLINE CHECK-IN

Team credential check-in will be completed through an online check-in process for the Arsenal Challenge.

Please follow the steps provided in the Pre-Tournament Communications.

Online Check-In is mandatory.

All teams must complete the following two steps:

1. Create an Event Roster in GotSport

All teams must create an event roster in GotSport for the Arsenal Challenge no later than October 1 at 7:00 PM

Rosters will be locked at 7:00 PM.

How to create an event roster:

https://support.gotsport.com/how-do-i-build-an-event-roster-coach/manager

2. Online Document Check-In

All teams must upload the following documents to their GotSport Arsenal Challenge registration no later than October 1

Player and Coach Passes/ID Cards
- One combined PDF file
- Documents must be in alphabetical order by last name

Tournament Attestation Form
- Must be signed and dated
- Must be uploaded to GotSport
- Must be received by the Tournament

How to upload documents for online check-in:

https://support.gotsport.com/how-do-i-upload-documents-for-online-check-in

All players on a team roster, including guest players, must hold player passes issued by the same sanctioning organization or governing body. Player passes from different organization or governing bodies may not be mixed on the same team.

4. ROSTERS

U7 and U8 | 4v4
- Maximum roster: 8 players
- Maximum outside-club guest players: 4

U9 and U10 | 7v7
- Maximum roster: 12 players
- Maximum outside-club guest players: 4

U11 and U12 | 9v9
- Maximum roster: 16 players
- Maximum outside-club guest players: 4

U13 and U14 | 11v11
- Maximum roster: 18 players
- Maximum outside-club guest players: 5

U15 and Older | 11v11
- Maximum roster: 22 players
- Maximum outside-club guest players: 5

Teams using guest players remain subject to the maximum roster size for their age group.

Teams may play all players listed on their approved roster up to the applicable maximum game-day roster size:
- U13/U14: maximum of 18 players per game
- U15 and older: maximum of 22 players per game

No exceptions will be made to the maximum roster or game-day player limits.

5. PLAYER ELIGIBILITY

Only players who are officially registered or properly loaned to a team may participate in the tournament.

All players must compete in their correct age group under the USYS 2026/27 seasonal-year age group rules.

Players are permitted to play up in an older age group.

A player may not:
- Play in a younger age group than permitted by their eligibility
- Play for more than one team during the tournament

All participating players, regardless of the number of games they will play, must be listed on the Official Team Roster before the start of the team's first game.

Official Team Rosters will be verified online through GotSport.

Any ineligible player discovered participating in a game will cause the team for which the player participated to forfeit all games already played.

6. REQUIRED DOCUMENTATION

All teams must provide laminated Player and Coach ID Cards with photographs.

Recreational-level teams providing a certified roster signed by their Club Registrar may be exempt from this requirement. Approval by the Tournament Committee must be given prior to check-in for this exemption.

Teams must update their GotSport event roster for each player. The roster must include:

First and last legal name as shown on the player's birth certificate
Date of birth
Jersey number

Player Loan Forms, properly signed by the required parties, must be submitted for each loan or guest player as required by the team's sanctioning organization.

Teams should check with their governing association to determine whether travel documents are required for out-of-state teams.

USYS and U.S. Club Soccer teams are exempt from this requirement.

Teams are encouraged to email required travel documents prior to arriving at the tournament.

No player will be allowed to participate without the required documentation.

Additionally, a player with a current-season player pass must be officially listed on the official game card (Scorecard) to participate in a match.

If a player is not listed on the official game card, the player may not participate even if the player has a valid player pass.

The Tournament Attestation Form must be signed, dated, uploaded, and received by the Tournament with all required documentation.

7. CLUB PASS AND GUEST PLAYERS

Club Pass Players

Unlimited club pass players from within the same club may guest play on a team within the same age group.

No loan form is required for club pass players.

Outside-Club Guest Players

U12 and younger
Maximum of 4 players from outside the club may guest play on a team within the same age group.

U13 and older
Maximum of 5 players from outside the club may guest play on a team within the same age group.

All teams remain subject to their applicable maximum roster size.

8. PRE-MATCH CHECK-IN

Teams must report to the field and present themselves to the Referee for check-in a minimum of 10 minutes prior to the scheduled start of each game.

Player passes must be presented and must match the players listed on the official game card (Scorecard).

A player with a current-season pass must be officially listed on the official game card to participate.

If a player is not listed on the official game card, that player cannot participate.

The Referee, Field Supervisor, or Tournament Staff may review each player pass and compare the photograph with the player to ensure that only eligible players participate.

The Referee or Tournament Staff may inspect player equipment, including uniforms, shin guards, and footwear, to ensure player safety.

Shin guards are mandatory.

Cleats are not required.

The following are prohibited:
- Toe cleats, including those found on many baseball shoes
- Metal cleats of any type

Jewelry

Players may not wear jewelry of any kind, including:
- Wristbands
- Necklaces
- Bracelets
- Rings
- Earrings

Medical Alert bracelets or necklaces are permitted but must be taped down.

Taping earrings is not an acceptable exception. Earrings must be removed.

Hair-control pieces made of metal, plastic, or other hard material are not allowed.

Players with splints, casts, braces, or similar devices may participate if, in the opinion of the Referee, the device does not present an inherent danger to any player.

9. MATCH PLAY

All games will be played under the FIFA Laws of the Game as modified by US Youth Soccer or Arizona Soccer Association (ASA), unless otherwise stated in these Rules of Competition.

The Tournament Director or Site Representative will settle disputes regarding the Rules of Competition.

The Tournament Director may modify the Rules of Competition under extraordinary circumstances or when necessary in the best interest of the tournament.

Water breaks may be implemented at the discretion of the Tournament Team based on heat conditions and player safety.

Decisions made by Referees once play has commenced, resumed, or concluded are final.

10. INJURIES AND MEDICAL RELEASES

Team managers and/or coaches should keep copies of player Medical Release Forms available at all games.

In the event of an emergency, the Medical Release Form should accompany the player to the place of treatment.

11. HEAD INJURY AND CONCUSSION POLICY

A youth athlete suspected of sustaining a concussion or head injury must be removed from play. When in doubt, sit them out.

A youth athlete removed from play because of a suspected concussion or head injury must receive written clearance from a licensed Medical Doctor (MD) or Doctor of Osteopathy (DO) before returning to play.

The ASA Concussion Return to Play Form must be completed and signed by the licensed MD or DO and submitted to the ASA office prior to the player returning to play.

Completed forms may be emailed to:

medical@azyouthsoccer.org

The Referee will note on the game card that the player was removed due to a head injury.

The player will require written medical clearance before being allowed to participate in any further tournament games.

Team/Club Official Responsibility

Team and club officials shall:

1. Immediately remove from participation any athlete suspected of sustaining a concussion or head injury.
2. Not allow an athlete removed for a suspected concussion or brain injury to return to play until the required written medical clearance has been received.

12. HEADING EDUCATION

If a player is playing up in an older age group, players who are 11 years old or younger should not deliberately head the ball, regardless of the age group in which they are playing.

Coaches and parents are responsible for educating and supporting players regarding this requirement.

13. GAME LENGTHS

Age Group	Game Length
U7-U8	10 minutes x 4 quarters
U9-U10	25 minutes x 2 halves
U11-U12	30 minutes x 2 halves
U13-U14	35 minutes x 2 halves
U15-U19	40 minutes x 2 halves

14. SUBSTITUTIONS

Substitutions may be made at any stoppage of play with the permission of the Referee.

Substitutions are unlimited.

A player being replaced shall leave the field of play at the halfway line unless otherwise instructed by the Referee.

15. 4V4 RULES | U7/U8

All U7 and U8 four-a-side games will be played according to the modified 4v4 playing rules established by the ASA Youth Academy Program.

- Maximum players on the field: 4
- No goalkeepers
- Ball: Size 3
- Minimum players to start: 3
- Unlimited substitutions at any stoppage with Referee permission
- Four quarters of 10 minutes each

Goal Kick

The ball must be stationary and kicked from any point within the goal area by a player of the defending team.

The ball is in play when it is kicked and clearly moves.

Opponents must remain behind the halfway line until the kick is taken.

Once the kick is taken, opposing players may compete for the ball.

Heading

Deliberate heading is not permitted.

If a player deliberately heads the ball, an indirect free kick will be awarded to the opposing team from the location of the offense.

Offside

There is no offside.

Free Kicks

All free kicks are indirect.

Opponents must be at least four yards from the ball until it is in play.

There are no penalty kicks.

Kick-Ins

Kick-ins are used instead of throw-ins.

The ball is placed on the touchline with opponents at least 10 feet from the ball.

A goal cannot be scored directly from a kick-in.

16. 7V7 RULES | U9/U10

All U9 and U10 seven-a-side games will be played according to the modified playing rules established by the ASA Youth Academy Program.

- Maximum players on the field: 7
- 6 field players and 1 goalkeeper
- Ball: Size 4
- Minimum players to start: 5
- Unlimited substitutions at any stoppage with Referee permission
- Two 25-minute halves

Goal Kick

The ball must be stationary and kicked from any point within the goal area by a player of the defending team.

The ball is in play when it is kicked and clearly moves.

The ball may be played before leaving the penalty area.

Opponents must remain behind the build-out line until the ball leaves the penalty area.

If an opponent was unable to get behind the build-out line in time, the Referee may allow play to continue.

If an opponent who is not behind the build-out line touches or challenges for the ball before it leaves the penalty area, the goal kick will be retaken.

Heading

Deliberate heading is not permitted.

If a player deliberately heads the ball, an indirect free kick will be awarded to the opposing team from the location of the offense.

Build-Out Line

The build-out line should be equidistant between the penalty area line and halfway line.

When the goalkeeper has the ball during play, the opposing team must move behind the build-out line until the ball leaves the penalty area.

Once the opposing team is behind the build-out line, the goalkeeper may pass, throw, or roll the ball into play.

Punting and drop-kicking are not permitted.

After the ball leaves the penalty area, the opposing team may cross the build-out line and play resumes normally.

The build-out line also determines where offside offenses may be called.

Players cannot be penalized for an offside offense between the halfway line and build-out line.

Players may be penalized for an offside offense between the build-out line and goal line.

If a goalkeeper punts or drop-kicks the ball, an indirect free kick is awarded to the opposing team from the location of the offense.

If the infringement occurs within the goal area, the indirect free kick is taken on the goal-area line parallel to the goal line at the nearest point to where the infringement occurred.

17. 9V9 RULES | U11/U12

All U11 and U12 nine-a-side games will be played according to the modified playing rules established by ASA.

- Maximum players on the field: 9
- 8 field players and 1 goalkeeper
- Ball: Size 4
- Minimum players to start: 6
- Unlimited substitutions at any stoppage with Referee permission
- Two 30-minute halves

Goal Kick

The ball must be stationary and kicked from any point within the goal area by a player of the defending team.

The ball is in play when it is kicked and clearly moves.

The ball may be played before leaving the penalty area.

Opponents must be outside the penalty area until the ball is in play.

If an opponent is inside the penalty area because they did not have time to leave, the Referee may allow play to continue.

If an opponent touches or challenges for the ball before it is in play, the goal kick will be retaken.

U11 Heading Rule

In the U11 age group, deliberate heading is not permitted.

If a player deliberately heads the ball, an indirect free kick will be awarded to the opposing team from the location of the offense.

18. GAME START AND DELAYS

Coaches should be prepared to start games on time.

Five minutes after the official game start time is forfeit time.

In the event of a forfeit, the winning team will be awarded a 3-0 victory.

Tournament officials may waive this rule if, in their opinion, doing so is in the best interests of the players and/or tournament.

If a game starts late, the game will be shortened as necessary to allow it to finish as scheduled.

Arizona Arsenal Soccer Club's goal is to play games as scheduled, and every reasonable effort will be made to allow games to be played.

19. HOME TEAM AND AWAY TEAM RESPONSIBILITIES

Home Team

The team listed first on the game schedule is the Home Team.

The Home Team will:
- Wear light-colored uniforms
- Change jerseys in the event of a color conflict
- Take the north or east sideline on the same side of the field as the Visiting Team
- Clean up their side of the field
- Furnish a game ball unless one is provided by the Tournament

Away Team

The Away Team will:
- Wear dark-colored uniforms
- Take the south or west sideline on the same side of the field as the Home Team
- Clean up their side of the field

20. PLAYER AND SPECTATOR SEATING

No parents, coaches, or spectators may be positioned along the goal line or behind the goal.

Both teams will sit on the same side of the field.

All spectators must sit on the opposite side of the field from the teams.

21. SCORING

The tournament will be scored using a three (3) point system.

Teams will be awarded points as follows:

- Three (3) points for a win
- One (1) point for a tie
- Zero (0) points for a loss
- Minus one (-1) point for each red card issued to a player or team official

Red card deductions will be applied to the team’s tournament standings following the match in which the red card is issued.

In the event two (2) or more teams are tied on points at the conclusion of group play, the following tiebreakers will be applied in the order listed below:

1. Head-to-head result, when applicable
2. Most wins
3. Goal differential, with a maximum differential of four (4) goals per game
4. Fewest goals allowed
5. Most goals scored, with a maximum of four (4) goals per game
6. Kicks from the mark

If a tiebreaker separates one or more teams from a group of tied teams, the remaining tied teams will continue through the tiebreaker process beginning with the first applicable criterion.

Forfeits**:** A team that forfeits a match will receive zero (0) points for the match. The opposing team will be awarded three (3) points, and the match will be recorded as a 3-0 result for standings and tiebreaker purposes.

22. PLAYOFFS AND FINALS

If a semifinal or championship match is tied at the end of regulation, teams will immediately proceed to Kicks from the Penalty Mark.

No overtime period will be played.

23. CARDS AND DISCIPLINE

A player receiving a red card or two yellow cards in the same game will be sent off and may not be replaced during that game.

The length of suspension will be determined according to established ASA rules regarding red cards.

There are no appeals.

A player sent off for fighting will not be permitted to participate in any other game during the tournament.

Any coach receiving a red card will be sent off and must leave the field of play and surrounding area to the satisfaction of the Referee.

Any player or coach who has been sent off and participates in a game from which they have been suspended will cause their team to automatically forfeit that game.

The game will be recorded as a forfeit.

Any red card issued during a team's final tournament game will be forwarded to the ASA Disciplinary and Review Committee for review. The ASA D&R Committee will respond directly regarding these cards.

The team of any player or coach who is sent off will receive -1 point against its tournament standings.

Suspension length will follow the current ASA Leagues policy.

24. ZERO TOLERANCE POLICY

Each coach is responsible for the behavior of their players and sideline, including parents, fans, and spectators.

A fan or parent displaying irresponsible behavior or entering the field of play for any reason may be dismissed or sent off using the same procedures applied to coaches, team officials, or bench personnel.

Unruly or disruptive spectators may be required to leave the tournament site by the Tournament Director, Tournament Designee, or Referee.

Any player, coach, team official, bench personnel, or spectator dismissed or sent off from a game must leave the vicinity of the field of play to the satisfaction of the Referee and/or Tournament Official within two minutes.

Failure to do so may result in the team forfeiting the game.

Referees have complete authority from the time of the pre-match inspection through the conclusion of the match, including Kicks from the Penalty Mark.

Abusive or profane language and threats of any kind will not be tolerated.

If, in the opinion of the Referee, a game must be terminated because of irresponsible behavior by a coach, team official, bench personnel, or spectator, the offending team will be declared to have forfeited the game.

The Referee may, but is not required to, issue a yellow or red card to a coach, team official, or bench personnel for irresponsible behavior or for the irresponsible behavior of spectators or sideline personnel.

Additional suspension or disciplinary action may also result.

Any player or coach who is dismissed and then participates in or coaches the next tournament game, or participates during the suspension period, including coaching another team in the tournament, will cause their team to automatically forfeit that game and may be removed from the tournament.

26. FIGHTING

Any player, coach, bench personnel, team official, or spectator involved in a fight for any reason will be ejected from the tournament.

Any player, coach, bench personnel, team official, or spectator who enters the field during a fight or for any reason without the permission of the Referee will be ejected from the tournament, regardless of the reason for entering the field.

If more people are involved than can be clearly identified, the game may be terminated and the entire team or teams may be ejected from the tournament.

Assault of Officials

ANY PLAYER, COACH, OR SPECTATOR WHO VERBALLY OR NON-VERBALLY ASSAULTS A REFEREE, TOURNAMENT OFFICIAL, OR VOLUNTEER WILL BE EXPELLED FROM THE TOURNAMENT AND MAY FACE POSSIBLE LEGAL ACTION AND OTHER DISCIPLINARY ACTION.

27. AWARDS

U7-U8

- No champion
- Each player receives a tournament pin

U9-U10

- Champion recognized
- Champion medals
- Trophy for the winning team
- Finalist medals
- All players receive a tournament pin

U11-U19

- Champion recognized
- Champion medals
- Trophy for the winning team
- Finalist medals

28. FACILITY RULES

City Field Managers and Private Entity Field Managers determine the use or non-use of their facilities, not the Tournament.

All referees, coaches, players, spectators, and tournament personnel must follow all facility rules, guidelines, and usage requirements at all times.

29. LIGHTNING POLICY

If lightning is detected within a 10-mile radius or closer to the facility, games will be suspended for a minimum of 30 minutes.

The delay will be extended by 30 minutes for each additional lightning strike within the designated proximity.

Tournament officials will communicate when play may safely resume.

30. SUSPENDED AND TERMINATED GAMES

If, in the opinion of game and/or tournament officials, a game must be suspended for any reason, the game may be resumed.

However, the game may be ended no later than 10 minutes prior to the scheduled start of the next game.

If, in the opinion of game officials, a game must be terminated because of the conduct of players, coaches, or spectators, the offending team may be suspended from further play and forfeit the game and all remaining games.

All previous points earned remain as played.

31. INCLEMENT WEATHER POLICY

In the event of inclement weather or other circumstances that affect the Tournament's ability to play as planned, the Tournament Committee may modify the Rules of Competition as necessary to safely and fairly complete the Tournament.

The Tournament Committee will make decisions based on the health and safety of the players and the ability to complete the event.

Arizona Arsenal Soccer Club utilizes city-provided and privately managed fields for tournament play.

During inclement weather, cities and private entities will consider the need to protect the fields and facilities from damage.

City and Private Entity Field Managers make the final determination regarding field playability.

Arizona Arsenal Soccer Club does not own the fields and does not have authority over their usage.

Coaches and Team Managers are expected to remain flexible regarding changes to fields, locations, and schedules and to remain in communication with Tournament Officials.

The Tournament's inclement weather plan will typically consider the following, in order:

1. Play all games as scheduled
2. Eliminate pre-game warm-ups on the fields
3. Shorten matches
4. Modify game schedules, field locations, or other competition procedures as necessary.
5. Determine a winner by Kicks from the Penalty Mark when necessary.
6. Cancel games when contains make play unsafe or fields are unavailable.

If games are cancelled due to inclement weather, tournament entry fees will be forfeited.

Arizona Arsenal Soccer Club makes no guarantee of refunds.

32. IMPORTANT END-OF-GAME RESPONSIBILITIES

At the conclusion of every game:
- A team representative must sign or initial the game card.
- Retrieve player cards from the Referee, if applicable.
- Ensure that all team trash and belongings are removed from the sideline.

33. TOURNAMENT TIMELINE

September 24
Registration closes

September 25 at 9:00 AM
Bracket review begins

September 26 at 9:00 AM
Bracket review ends

September 27
Final brackets released

September 29
Preliminary schedule released

October 1
Preliminary schedule review ends
Online Check-In and Roster Freeze

October 2
Final game schedule released

FINAL REMINDER

All coaches, managers, players, parents, spectators, and tournament personnel are expected to understand and follow these Rules of Competition.

The Tournament Committee reserves the right to make decisions necessary to protect player safety, maintain a fair competition, and successfully operate the Arsenal Challenge.

Thank you for participating in the 2026 Arsenal Challenge. We look forward to hosting your teams in Arizona.