



ARSENAL INSIDE CLASSIC 2025 TOURNAMENT RULES

ROSTERS

Teams are encouraged to have rosters of 8-10 players to maximize the playing experience for all players. A team that registers a second team will receive a 50% discount off the second team registration.

Contact - jakezimmerman@azarsenalsc.org

No submitted roster required. Maximum number of players on a team roster is as follows:

u7/u8- 10 players

u9/u10- 12 players

u11-u15- 12 players

PLAYER ELIGIBILITY

We are not checking player passes, or rosters and there is no on-site check-in.

1. No player may play for more than one team in the tournament unless approved by the tournament director 2 weeks prior to check in. If any player is found playing for more than one team, and either team won its game, the game will be forfeited. If either team lost the game, the existing score would stand. Under both conditions, the player will not be allowed to play for the remainder of the tournament.

A goalkeeper may play on a second team if a team registers two teams in the tournament. The goalkeeper is only allowed to play goalkeeper and not as a field player. If a team is caught using the player as a field player to gain a competitive advantage, the game will be forfeited.

2. A player is not allowed to play down unless approved by the tournament committee, and proper documentation submitted 3 weeks prior to tournament check-in. The tournament committee will decide and inform the requesting team 2 weeks prior to check in. The tournament is under no obligation to grant approval for playing down.

RULES OF PLAY

Modified futsal rules

FUTSAL

Duration of Games & number of players is as follows:

u7/ u8- 20 minutes halves / Futsal Ball / 5 Players on the court

u9/u10- 20 minutes halves / Futsal Ball / 5 Players on the court

u11-u15- 25 minutes halves / Futsal Ball / 5 Players on the court

GENERAL RULES

Teams are comprised of four outfield players and one goalkeeper.

The goalkeeper must wear a different color jersey than the outfield players.

There is no offsides in futsal.

Game futsal balls will be provided by AZ Arsenal.

SUBSTITUTIONS

Free substitution will be allowed in all age groups.

Substitution must take place at the half court. The player being replaced must be completely off the court before the replacement enters the court. The Referee need not be informed.

RESTARTS

Kickoffs: A goal may be scored directly against the opponents from the kick-off. The ball is in play when it is kicked and clearly moves.

Kick-ins: are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly in the defensive goal is a corner kick for the opposing team.) If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.

Corner Kicks: are direct. The ball must be placed directly on the corner arc.

Free Kicks: may be indirect or direct. The ball must be stationary before the kick may be taken. The opposing team must be a minimum of 6 yards away.

Penalty Kicks: are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 6 yards and even or behind the ball when the kick is taken.

Goal Kicks: are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 6 yds and even or behind the ball when the kick is taken.

FOULS AND MISCONDUCT

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, **plays the ball again within their own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play**, or commits any offense for which play is stopped to caution or eject a player.

Heading: u11 and younger players shall not engage in heading. When a player deliberately heads the ball, an indirect free kick should be awarded to the opposing team from the spots of the offense.

Direct Free Kicks: When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, the opposing team is awarded a direct free kick.

Yellow Card / Caution: The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card.

Red Card / send-off: The offending team plays with one less player for the remainder of that half. The offending player serves a minimum one-match suspension. A player receiving a red card or two yellow cards in one game shall be sent off from that game and may not be replaced in that game. The length of suspension will be determined based on the established ASA rules regarding red cards. There are no appeal options. In the event a player is sent off for fighting, the player will not be permitted to play in any other game in the tournament. Any coach receiving a red card shall be sent off. He or she must then leave the field of play to the satisfaction of the referee. Any player or coach who has been sent off and then participates in a game from which they have been suspended will cause their team to automatically forfeit the game. The game will be scored as a forfeit. NOTE: The team of any player or coach that is sent off will receive minus one point (-1) against their tournament standings.

THE GOALKEEPER

Must wear a different color shirt.

He/She may wear long pants and/or other padding as deemed safe by the match referee.

May receive a kick-in directly.

May kick the ball directly over the half-way line.

May start with the ball on the floor or in the hands for a goal kick.

May score directly with his/her feet during the run of play.

May not possess the ball for more than four seconds in his/her own half.

May throw the ball directly across the half-way line.

May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)

May play on a second team if a team registers two teams in the tournament- The goalkeeper is only allowed to play goalkeeper and not as a field player in this circumstance. If a team is caught using the player as a field player to gain a competitive advantage, it is the discretion of the tournament director the game is counted as a forfeit.

PLAYER EQUIPMENT

It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory. Jewelry is forbidden unless it is of the medical alert type and then must be securely taped in place. **Only flat soled shoes will be permitted on the futsal courts.**

COACHING

All coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. Each team will have no more than two (2) coaches. Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- No coach, substitute, or spectator makes derogatory remarks, or gestures to the referees, other coaches, players, substitutes, or spectators
- No coach, substitute, or spectator uses profanity or incites disruptive behavior
- All coaches should sign the game card at the completion of every match

ZERO TOLERANCE POLICY

The Arsenal Inside Classic has adopted a policy of zero tolerance with respect to dissent, player abuse and/or referee abuse from coaches, players and spectators. We request your assistance in keeping yourself, your team, your sideline and your spectators in compliance. Please help us to show respect for the great game of soccer and all of its players by not allowing abusive comments or behaviors.

If offensive/abusive behavior comes from a player, the referee will use his/her yellow and red cards as per FIFA Laws of the Game.

If dissent or abusive behavior comes from a sideline, the game will be stopped. The referee will confer with the appropriate coach and issue a verbal warning. Coaches at this time should convey the possible consequences of further dissent or abuse to his/her spectators. If further dissent or abuse occurs from the sideline, the game will be stopped. The offending person(s) will be required to leave the field of play and remove themselves to the parking lot. If they refuse to leave, the coach of their team will be ejected from the game (sent off). If both the head coach and the assistant coach are ejected, that team will forfeit the game and the other team will be awarded a 1-0 win.

A representative of each team will be required to sign a statement agreeing to this policy at Tournament Registration.

In closing, it is the right of the Arizona Arsenal Soccer Club to suspend any player, coach and/or spectator's right to attend any tournament game and prohibit them from any and all facilities used by the Arizona Arsenal Soccer Club for the duration of the tournament for conduct deemed inappropriate by the Arizona Arsenal Inside Classic tournament staff.

Please make certain that your players, coaches and spectators are aware of this policy.

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, but is subject to being ended not less than (10) ten minutes prior to the start of the next scheduled game. If, in the opinion of the game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY

Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all games will be terminated not less than (5) five minutes prior to the scheduled start of the next game.

DETERMINING WINNERS

The tournament will be scored on a 3-point scale. Teams will be awarded points on the following basis:

- Three (3) points for a win
- One (1) point for a tie. In the event of a tie in points, the winner will be determined as follows:
 1. The winner in head-to-head competition (if applicable)
 2. Goal differential (Maximum 4 per game)
 3. Most goals for
 4. Fewest goals against

5. Most total wins

6. Most shutouts

7. If a tie still exists after steps 1 through 6, a coin toss will be made with two tournament officials

In a game that has to have a winner, semifinal or final, the game will go straight to penalty kicks.

In the event of a shootout, both teams select five players to take a penalty and alternate the order in doing so (ABAB). Prior to the shootout, the captains of the two teams will meet with the referee first to determine who shoots first.

Pks will be taken 6 yards from the goal.

The team with the most penalties scored after the first five takes wins the shootout.

If a winner is still not decided after five penalty kicks continue through one back-and-forth round at a time – and the first team to have an advantage after a round between both teams wins.

HOME TEAM

The home team will be the team which appears first on the game schedule. Uniforms- The HOME team will wear LIGHT colored uniforms and the AWAY team will wear DARK uniforms. The AWAY team will be required to change jerseys in the event of a color conflict. If an alternate jersey is unavailable, the home team may wear pennies to differentiate the two teams.

SIDELINE SELECTION

Both teams will sit on the same side of the field with ALL spectators standing around the outside walls of the Fieldhouse. Team seating will be provided Arizona Athletic Grounds.

FORFEITS AND BYES

All teams who forfeit will have the games(s) scored a 0-1 loss. The winner will be awarded a full 3 points. Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

PROTESTS

No protests will be allowed.

DISPUTES

All disputes will be settled by the Tournament Director or designee and the decision will be final.

AWARDS

U7-U16 Individual awards (medals) will be presented to the first place and second place teams of each division.

FIELD SET UP AND CONDITIONS

It is the responsibility of each team to treat the facilities with care. The tournament expects that each team clean up their sidelines and/or pre-game gathering areas of all debris and trash, including tape, immediately after each game.

REFUND POLICY:

In the event of circumstances out of the tournament's control leading to shortening or cancellation of games there is a no refund policy.