2027 GINGA CHAMPIONS TOURNAMENT RULES

Coaches
Please ensure you are familiar with all Tournament Rules of Competition, especially those relating to procedures and field play.

Managers
Please ensure you are familiar with tournament procedures, including requirements for Pre-Tournament Online Check-In and Pre-Match Check-In. Also, review the requirements for medical releases and team credentials.

Point of Contact
For all tournament matters, please contact Tournament Director Thiago Baptista at tournamentdirector@brazas.soccer.
It is the team's responsibility to ensure that the appropriate phone numbers (preferably cell phones) and email addresses are entered into the team's Tournament Application and remain current throughout the event. The Tournament Committee will utilize Got Sport for communication.
Tournament Website:
https://www.BRAZAS.ORG or www.brazasginga.com

Registration
Team Credential Check-In will be completed through an online check-in process for the Ginga Champions. This method of checking in on the team eliminates the need for physical meetings to accommodate travel and scheduling challenges for team managers, coaches, and participants while still enforcing our Tournament Rules of Competition. Please follow the steps listed in the Pre-Tournament Communications and located on the Tournament Website to check in your team for the tournament.

AZ GINGA CHAMPIONS TOURNAMENT RULES

1. Player Eligibility

a. Only players who are officially registered or loaned to a team may play in the Tournament.

b. All participating players, regardless of the number of games to be played, must be listed on the Official Team Roster prior to the start of the first game of the Tournament.

c. Official Team Rosters will be verified online by Got Sport.

d. Without exception, players will not be allowed to play in a younger age bracket.

2. Pre-Tournament Check-In

a. The tournament attestation documentation must be uploaded to your Team Account in Got Sport. The team roster must also be uploaded to the Got Sport event roster.

b. Roster Sizes:

U7/8 - 4v4, a maximum roster of 8 players, maximum players suited for a match = 8

U9/10 - 7v7, a maximum roster of 12 players, max players suited for a match = 12

U11/12 - 9v9, a maximum roster of 16 players, max players suited for a match = 16

U13 + - 11v11 a maximum roster of 22 players, max players suited for a match = 22

c. Required Documentation:

i. A copy of a signed Medical Release Form is required for each player. A Notarized copy of the Medical Release Form is required for out-of-state players as per the rules of the individual Clubs and/or their State Associations.

ii. All teams must provide laminated Player ID Cards with photographs. US Youth Soccer ("USYS") teams must provide USYS Player ID Cards with photographs. US Club Soccer teams must provide laminated US Club Soccer Player ID Cards with photographs. AYSO

teams must provide laminated AYSO Player ID Cards with photographs. MLS Next (Youth) teams must provide laminated MLS Next (Youth) Player ID Cards with photographs. Rec level teams that provide a certified roster signed by their Club Registrar are exempt from this requirement. Approval by the Tournament Committee must be given prior to check-in for this exemption.

iv. Teams must update their roster in their Got Sport Account for each player; the roster must include: The first and last legal name as shown on their Birth Certificate, birth date, and jersey number.

v. 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.

vi. Travel documents for out-of-state teams as required by their governing association. US Club Soccer teams and Arizona Soccer Association West Region teams are exempt from this requirement. Teams are encouraged to fax or email travel documents prior to arriving at the Tournament.

vii. All players with a current season pass must be officially listed on the official game card (Scorecard) to play in a match. If a player is not listed on the official game card (Scorecard), even if they have a pass, they cannot play.

3. Guest Players

Unlimited club players (within the same club) can host a team in the same age group.

a. U12 and younger - a maximum of 4 players from outside the club can be guests on a team within the same age group.

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

4. Pre-Match Check-In

a. Teams must present themselves and their player passes at the field to the Referee, for purposes of checking in, a minimum of thirty (30) minutes prior to the start of each scheduled game.

b. Player passes must be presented, and they 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 (Scorecard) to play in a match. If a player is not listed on the official game card (Scorecard), even if they have a pass, they cannot play.

c. The Referee will review each pass, comparing the photograph with the player, to ensure that only eligible players are participating.

d. The Referee staff will inspect the equipment of each player, including uniform, shin guards (mandatory), and cleats, to ensure the safety of all players. Cleats are not required. Toe cleats, found on many baseball shoes, are not allowed. Metal cleats of any type are also not allowed.

e. Players will not be allowed to wear jewelry of any kind, including wristbands, necklaces, bracelets, rings, or earrings. Bracelets are defined as any object encircling the wrist or arm. Exception: Medical Alert bracelets or necklaces. These must be taped down. Taping of earrings/studs is NOT considered an exception. These must be removed.

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

g. Players with splints, casts, braces, or other such devices may participate, if, in the opinion of the Referee, these devices do not present an inherent danger to any players.

5. Match Play

All games will be played under the FIFA Laws of the Game as modified by USYSA or Arizona Soccer Association ("ASA") unless otherwise stated in these rules of competition. The Tournament Director or Site Representative will resolve all disputes regarding the competition rules. The Tournament Director may modify, under extraordinary circumstances or in the best interest of the Tournament, the Rules of Competition.

Game Conclusion: The Referee will sign the game report and forward it to the Field Supervisor/Tournament Staff. The game report includes the score and the name/number/issue of any player/coach/individual receiving a red or yellow card.

Decisions made by Referees, once play has commenced, resumed, or concluded, are not reversible. All Referee decisions pertaining to action in the field are final. Tournament Representatives will not overrule, change, or modify decisions made by the Referee. This includes issuing Red or Yellow Cards. NO MATCH PROTESTS WILL BE CONSIDERED.

Injuries: Team Managers and/or coaches should keep copies of player Medical Release Forms on hand at all games. In the event of an emergency, this form should accompany the player to the treatment facility.

Heading Education: If a player is playing in an older age group (e.g., a 11-year-old playing with a U12 team), please note that players who are 11 and younger should not deliberately head the ball, regardless of the age group in which they play.

All Under 7 (U7) through Under 8 (U8) four (4) a-side games (4V4) will be played in accordance with the modified playing rules for four (4) a-side games (4V4) as determined by the ASA Youth Academy Program.

i. The maximum number of players, per team, on the field will be four (4); there are no Goalkeepers.

ii. The ball used will be size three (3).

iii. Teams can play with a minimum of three (3) players.

iv. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited.

v. The game shall be divided into four (4) quarters of ten (10) minutes each.

vi. On a goal kick: The ball must be stationary and is 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 be behind the halfway line and remain there until the kick is taken. Once the kick is taken the players from the opposing team may compete for the ball.

vii. Deliberately heading the ball is not permitted. If a player deliberately heads the ball in a game, an Indirect Free Kick should be awarded to the opposing team from the spot of the offense.

viii. No offside.

ix. All free kicks are Indirect, and the opponent must be at least four (4) yards from the ball until it is in play. There will be no penalty kicks.

x. Kick-ins will be used instead of throw-ins. The ball will be placed on the touchline with the opponents ten (10) feet from the ball. A goal cannot be scored directly from a kick-in

xi. The Under 7 (U7) through Under 8 (U8) brackets are participating age groups. No points will be awarded, no scores will be kept/posted, or standings kept.

All Under 9 (U9) through Under 10 (U10) seven (7) a-side games (6 field players and 1 goalkeeper) (7V7) will be played in accordance with the modified playing rules as determined by the ASA Youth Academy Program.

i. The maximum number of players per team on the field will be seven (7), (6 field players and 1 goalkeeper).

ii. The ball used will be size four (4).

iii. The Teams can play with a minimum of five (5) players.

iv. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited.

v. The game shall be divided into two (2) twenty-five-minute (25) halves.

vi. Goal Kick: The ball must be stationary and is 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; it can be played before leaving the penalty area. Opponents must be behind the build-out line and remain there until the ball leaves the penalty area. However, if

they did not have time to be behind the build-out line, the Referee will allow play to continue. If an opponent who is not behind the build-out line when the goal kick is taken touches or challenges the ball before the ball leaves the penalty area, the goal kick is retaken

vii. Deliberately heading the ball is not permitted. If a player deliberately heads the ball in a game, an Indirect Free Kick should be awarded to the opposing team from the spot of the offense.

Build-Out Line

1) Should be equidistant between the penalty area line and the halfway line

2) 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 can pass, throw, or roll the ball into play (punting or drop-kicking is not allowed). After the ball leaves the penalty area, the opposing team can cross the build-out line and play resumes as normal.

3) The built-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 the goal line.

4) If a goalkeeper punts or drops the ball, an Indirect Free Kick is 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 is taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The Under 9 (U9) and Under 10 (U10) brackets are participation age groups. No points will be awarded, no scores will be kept/posted, or standings kept.

i. All Under 11 (U11) and 12 (U12) nine (9) a-side games (8 field players and 1 goalkeeper) (9V9) will be played in accordance with the modified playing rules as determined by the ASA Youth Academy Program.

ii. The maximum number of players per team on the field will be nine (9), (8 field players and 1 goalkeeper).

iii. The ball used will be size four (4)

iv. Teams can play with a minimum of six (6) players.

v. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited.

vi. The game shall be divided into two (2) twenty-five (25) minute halves.

vii. Goal Kick: The ball must be stationary and is 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; it can be played before leaving the penalty area. Opponents must be outside the penalty area until the ball is in play. If, when a goal kick is taken, an opponent is inside the penalty area because they did not have time to leave, the Referee allows play to continue. If an opponent, who is in the penalty area when the goal kick is taken or enters the penalty area before the penalty area is in play, touches or challenges the ball before it is in play, the goal kick is retaken.

viii. In the U11 age group, deliberately heading the ball is not permitted. If a player deliberately heads the ball in a game, an Indirect Free Kick is awarded to the opposing team from the spot of the offense.

ix. Heading Education: If a player is playing in an older age group (ex, 11-year-old playing with a U12 team), please note that players who are 11 and younger should not be deliberately heading the ball regardless of the age group in which they play. This requires education and support from the coach and parent to instruct the player accordingly.

x. Offside is enforced.

Game Start: Coaches should be prepared to start the game on time. Five minutes after the official game starts is forfeit time. In the case of a forfeit, the winning team shall be given a score of 1-0. Tournament officials may waive this rule if, in their opinion, it is in the best interests of the youths and/or the Tournament to play the game. In the event of a delay in the start of the game, the game will be shortened to finish as scheduled.

The match durations shall be as follows:

Age Bracket Halves - Half Time

U17 - U18 - 35 Minutes - 5 Minutes

U15 - U16 - 35 Minutes - 5 Minutes

U13 - U14 - 35 Minutes - 5 Minutes

U11 - U12 - 30 Minutes - 5 Minutes

U9 - U10 - 25 Minutes - 5 Minutes

U7 - U8 - 4 of 10 Minutes Quarters

Forfeits:

i. Teams failing to check in ten (10) minutes prior to the start of the match may, at the discretion of the Tournament Committee, forfeit the match. To be awarded a forfeit win, the opposing team must be present and ready to play.

ii. In the event of a forfeit, the match score will be recorded as a 3 - 0 win in favor of the team not forfeiting. Home Team and Away Team Responsibilities:

Home Team (Appears First on the Game Schedule)

You must change jerseys if there is a color conflict.

Will furnish 3 game balls

iii. Visiting Team

Light color uniform

Will clean up their side of the field.

Player and Spectator Seating:

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

ii. The home team shall be seated on the south/west side of the field. The away team shall be seated on the north/east side of the field per the diagram below.

iii. Spectators shall be seated on the same side as their teams unless otherwise instructed by Tournament Officials. Spectators shall not sit on the same side of the field as the opposing team and shall be at least five (5) yards from the touchline.

iv. Seating may be adjusted at any time by the Tournament to comply with site requirements or other circumstances. This usually occurs when fields are split into younger age groups or when canopies and benches are provided.

Scoring: Final team standings will be determined using the following point criteria:

i. A WIN is three (3) points.

ii. A TIE is one (1) point.

iii. A LOSS is zero (0) points.

Ties (Bracket Play): If two (2) or more teams are tied.

At the end of the preliminary round (Bracket Games), the following tie-breaker criteria shall apply:

i. Goal differential [goals scored - goals allowed]

ii. Most Goals scored

iii. Fewest Goals allowed

iv. Head-to-Head competition

v. Most shutouts

vi. FIFA kicks from the penalty mark

Ties (Playoffs / Finals): If a match is tied at the end of regulation in either a Semifinal or Championship match, teams will go directly to kicks from the penalty mark.

Substitutions:

Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited. The player being replaced shall leave the field of play at the halfway line unless otherwise instructed by the Referee.

Cards: The Tournament will conform to the established guidelines of the State of Arizona sanctioning body. A player receiving a red card or two (2) yellow cards in the same match shall be removed from that game, may not be replaced, and, at a minimum, is automatically disqualified from participating in the next game. In the event a player is dismissed (red carded) from a game for violent conduct, that player will not be permitted to play in any other games in the Tournament.

Any player, substitute, coach, bench personnel, or team official who is dismissed from a game must leave the vicinity of the field of play to the satisfaction of the Referee. If the coach, bench personnel, or team official is dismissed, they will, at a minimum, be disqualified from their team's next two (2) games. If the coach has multiple teams participating in the Tournament, that coach may not coach any other team until the suspension for the team they were coaching when they were dismissed is served. Coaches who either refuse to leave, within two (2) minutes, or deliberately stay to coach after being dismissed will forfeit the game. Players and/or coaches who are dismissed from their team's last game or are required to serve a Tournament suspension must have the Tournament send the player and/or coach's pass, Referee report, and player/coach report to the ASA Disciplinary Committee for disposition. The ASA Disciplinary Committee will determine the penalty, notify the coach of record, and be responsible for the player and/or coach's pass return. For U.S. Teams, each State Association will be notified of any disciplinary action taken or required to be taken. For Foreign Teams, the Federation will transmit the disciplinary action taken or required to be taken to that team's provincial or national association.

RESPECT THE GAME: Each coach is responsible for the behavior of his or her players and sidelines, including control of parents, fans, and spectators. A fan or parent displaying irresponsible behavior or entering the field of play for any reason will be dismissed/sent off, following the same procedures as for coaches, team officials, or bench personnel. Unruly or disruptive spectators may be asked to leave the tournament site by the Tournament Director or a designee, or by the Referee.

Any player, coach, team official, bench personnel, or spectator dismissed/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 (2) minutes, or their team will forfeit the game.

Referees will have complete authority from entering the field of play for the pre-match inspection until leaving the field of play after the match ends

(Including kicks from the penalty mark), and will not allow abusive or profane language or any threats

If, in the opinion of the Referee, a game must be terminated due to irresponsible behavior by a coach, team official, bench personnel, or spectator, the offending team shall be declared to have forfeited the game. The Referee has the option, but not the obligation, to display a yellow or red card to a coach, team official, or bench personnel for irresponsible behavior, or for the irresponsible behavior of its spectators or sideline personnel.

A team-mate will result in the opposing team being awarded a 1-0 win, unless the score is higher at the time of termination. Possible suspension from further disciplinary action could result.

Coaches and Team Managers may be required to sign a Mandatory Behavior Policy and are expected to adhere to the ASA Code of Conduct. Any player or coach who plays in or coaches the next Tournament game or during the suspension period, including coaching another team in the tournament, will cause their team to automatically forfeit that game and be removed from the Tournament. Fighting: Any player, coach, bench personnel, team official, or spectator who is 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 will be terminated, and the entire team or teams will be ejected from the Tournament. Any player who removes his or her jersey or does anything else so as not to be identified before, during, or after an altercation will be identified by whatever means possible. The players will be ejected from the tournament, and their team will forfeit the game.

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.

6. Awards

Players on teams placing 1st and 2nd in their respective flights will receive individual awards.

7. Tournament Play Formats

The following formats will be used to implement Tournament play within brackets based on the number of teams in the bracket. Not all formats will be represented. All standings will be determined as described in section 5.o (Scoring). Championships will be determined by the results of Finals when scheduled.

Four (4) Team Bracket: One (1) group of four (4) teams. Each team will play the other teams in their group once. The team with more points will be the champion.

Five (5) Team Bracket: One (1) group of five (5) teams. Each team will play the other teams in their group once for a total of four (4) games. The group winner and the second-place team are determined by points.

Six (6) Team Bracket: Two (2) groups of three (3) teams. Each team will play each group in the other bracket once. The top team in each group with the most points will advance to the Finals.

8. Inclement Weather Policy

In the event of inclement weather or other factors that affect our ability to play as planned, the Tournament Committee may modify the Rules of Competition to ensure the Tournament is completed safely and fairly. The Tournament Committee will make its decisions on what is best, considering the health and safety of the players. Coaches and Team Managers are asked to remain flexible to field changes as required and to keep in contact with Tournament Officials regarding them. Typically, the inclement weather plan will consider the following, in order:

a. Play all games as scheduled.

b. Eliminate pre-game warm-up on fields.

c. Shorten matches

d. In the event the field conditions are unplayable as determined by the Tournament Committee, games in question may be decided by kicks from the penalty mark

e. If matches are unable to continue for any reason(s), Tournament placement will be based upon the last fully completed round of play. Bracket tiebreakers will be used to satisfy any ties that remain. If Bracket tiebreakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation. A team representative may have to be present at the coin toss. This will be communicated by the Tournament Committee.

PLEASE REMEMBER:

- RETRIEVE YOUR PLAYER CARDS FROM THE CHECK-IN CENTER OR REFEREE (IF APPLICABLE) AT THE END OF EACH GAME.
- PLAYER/COACH PASSES PULLED FOR RED CARDS OR HEAD INJURY/CONCUSSION INCIDENCES MUST BE RETRIEVED FROM THE TOURNAMENT HEADQUARTERS.
- ENSURE THAT YOUR TEAM REMOVES ALL TRASH AND BELONGINGS FROM THE SIDELINE AFTER EACH GAME.
- COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS. COACHES CAN BE DISMISSED FOR SPECTATOR BEHAVIOR

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