



SOCCER ALLIANCE AZ



Referee Information

Parking

Referees will NOT have to pay for parking at Legacy Sports Complex.

Referee Daily Check-in

- When you arrive at Legacy Sports Complex, Check-in with the on-site referee coordinator at the Headquarters Tent by field 10.
- When you arrive at Kino Sports Complex, go straight to your field.

Field Maps

Legacy Sports Complex (Bell Bank Park) - 1 Legacy Drive, Mesa, AZ 85212



Game Cards

- Game cards will be delivered to referees by the on-site Field Marshal responsible for their field. After the game card has been signed by both teams, the game card will be collected by the same on-site Field Marshal.
- Game cards for Community Cup will be printed on BLUE paper.
- Game cards for Champions Cup will be printed on WHITE paper.
- No players' names may be hand written on the game card. Any game card with a player name written on it needs to be taken to the on-site Field Marshal for your field.

Guest Players

No guest Players (Players with a Player pass from another Club) are allowed to play in Cup games. All players participating in the Cups must be registered in US Club Soccer with the Club they are playing with.

Roster Sizes & Limits

- **For 11v11 games:** Only 18 players may be dressed for a match. The 18 players must be on the official Match Report. A maximum of 26 players may be listed on the Cup roster.
- **For 9v9 games:** Only 16 players may be dressed for the match. A maximum of 16 players may be listed on the Cup roster.

Any players listed on the roster that will not play must be crossed out on the game day Match Report or be set as inactive players in GotSport.

Ties

- If a Cup pool play game is tied after regulation, the tie stands and will be posted as a tie.
- Elimination round games ending in a tie at the end of regulation will go straight to kicks from the mark.

Personnel on the Bench

- A maximum of 4 team officials are allowed in each team's technical area. Team officials must have a current US Club pass card from the Club in which they are coaching in order to sit in the technical area. Team officials in the technical area must be prepared to provide their US Club pass card should a Field Marshal ask for it.
- A coach must have a minimum Grassroots license to coach a game in SAAZ.
- A manager with a current US Club pass card from the Club in which they are may cover for a coach in an emergency situation.

Spectator Seating

- ALL spectators from a team are to sit on the same side of the field as their players.
- Coaches are responsible for the spectators on their team.
- For Cup games, spectators MUST sit on the OPPOSITE side of mid-field from the AR on their side of the field.
- Spectators may NOT sit, stand, watch or record on the sideline that the AR is running.
- Spectators may NOT sit, stand, watch or record behind the goal area.
- Click [here](#) for a visual aid on proper team and spectator seating.

Substitutions

Champions Cup

- U11-U14 will have unlimited Substitutions
- U15-U19 will have unlimited substitutions at a maximum of 3 moments per half. Halftime does not count as a moment.
 - Exception to the above as it applies to Goalkeepers (if there is an injury, sickness etc. and a GK is unable to continue, teams can substitute that GK with another GK even if they have already substituted their GK, or out of stoppages or both).
 - Substitution for a possible head injury/concussion does not count as a moment. A team may have used all 3 moments in a match but a potential head injury that may occur may be substituted with a temporary player that does not count as a moment. If the player is cleared to participate in that same half, they may return to play and substitute for the temporary player only.

Community Cup

- U11-U19 Unlimited Substitutions.

Stoppage Time

There will be no added stoppage time in order to keep games on schedule.

Equipment

1. Player Uniforms

- a. Home Team must wear their light colored uniforms and the Away Team must wear their darks. Home teams must change jerseys if the referee deems a color conflict.
- b. Opponents must wear colors that distinguish them from each other, and also the Referee and the assistant Referees.
- c. Each goalkeeper must wear colors that distinguish them from the other Players, the Referee, and the assistant Referees. All Players on a team

except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks).

- d. **Each Player on a team shall wear a unique number.** Temporary number alterations are permitted, however, player numbers must be affixed to the back of the uniform shirt. With tape, permanent marker, or some other adhesive. If the temporary alteration falls off/ wears off, it must be re-affixed immediately for the player to continue playing.
 - e. If undershirts or shorts are worn they must match the main color of the jersey or shorts.
 - f. Players must be in official uniform 15 minutes prior to the start of the game.
2. **Game Ball** - The home team is the team listed first on the official schedule. The home team will furnish three game balls.
 3. **Safety** - A Player must not use equipment or wear anything which is dangerous to themselves or another Player.
 - a. **Casts** - No orthopedic (hard) casts, air splints, or metal splints may be worn. Players will be allowed to play in a soft cast at the discretion of the Referee.
 - b. **Jewelry** - Absolutely no jewelry, including rings, chains, watches, jewelry, hair clips, bobby pins, earrings, bracelets, rubber bracelets, or excessively long fingernails may be worn while participating in any SAAZ games. Only Medical Alert Warning Bracelets may be worn and shall be taped to secure them to the Player's body. Earrings and other piercings cannot be taped and must be removed.
 - c. **Shin Guards** - All Players are required to use shin guards at all times. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.
 - d. **Braces (e.g. knee, elbow)** - It is strongly recommended for the safety of the Player, that a Player does not wear a brace during SAAZ games. Braces are allowed as long as the Referee decides that the brace will not or cannot hurt the Player wearing the brace or any other Player. All metal, metal-like, or plastic brace supports are to be properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, hard plastic, or like devices are permitted provided the Referee does not deem the support to be potentially harmful to other Players.
 - e. **Eyeglasses** - Players who must wear eyeglasses are encouraged to wear sports goggles. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy metal.

Pre-Game

- Find the Black Soccer Alliance AZ Tent nearest to your field and Check-in with your field marshal and collect the game card for your first game.
- Team Check-In & Equipment Check:
 - Collect team US Club Player pass cards from team manager or coach.
 - Review and verify pass cards are all for the same club and all US Club Soccer pass cards.
 - Call out player names and verify their name is on the game card and check them in for the game.
 - Cross out any players not participating in the match to set the game roster to the appropriate maximum number of players for a game.
 - Return player pass cards to coach/team manager before the game starts.
 - Equipment Check
 - See safety details above.
- Repeat Team Check-In and Equipment Check with the other team.
- Prepare to start the game.

Post-Game

- Complete game card by recording the final score and any double-yellow cards or red cards.
- Have a team manager or coach from each team sign the completed game card.
- The Field Marshal will collect the game card from you after each game.
- All Violent Conduct red cards, coach send offs and any instances of referee abuse must have a supplemental report written up by the center referee after the game and given to the referee coordinator, or the field marshal with the game card.
 - **Supplemental report** - Field Marshal's will have paper copies available on-site.

Yellow and Red Card/ Double Yellow Offenses

Card Codes are for Reporting Purposes

Cautionable Offenses or Yellow Cards

- **UB** – Unsporting Behavior
- **DT** – Dissent
- **PI** – Persistent Infringement of Laws
- **DR** – Delay Restart
- **FRD** – Fails to Respect Distance
- **E** – Enter Field Improperly

- **L** – Leave Field Improperly

Send Off or Red Cards Suspensions

- **SFP** – Serious Foul Play - 1 Game
- **VC** – Violent Conduct - 3 Games (will be reviewed for additional suspension)
- **S** – Spitting - 3 Games (will be reviewed for additional suspension)
- **DGH** – Denies Goal Opportunity Handling - 1 Game
- **DGF** -Denies Goal Opportunity Foul - 1 Game
- **AL** – Abusive/Offensive Language - 1 Game (will be reviewed based on offense)
- **2CT** – Second Caution - 1 Game
- **IRB** – Irresponsible Behavior - Coaches/Managers/Spectators

Game Details Matrix

	U11	U12	U13-U14	U15-U16	U17-U19
Field Size (yds)	70/80 L 45/55 W*	70/80 L 45/55 W*	100/120 L 50/80 W	100/120 L 50/80 W	100/120 L 55/80 W
***Number of Refs	1	1	3	3	3
Number of Players	9v9	9v9	11v11	11v11	11v11
Minimum # of Players	6	6	7	7	7
Goalkeeper	Yes	Yes	Yes	Yes	Yes

Playing Time	2x30	2x30	2x35	2x40	2x45
Half-Time	10 mins	10 mins	10 mins	10 mins	10 mins
Ball Size	4	4	5	5	5
Goal Size (ft)	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes	Yes
Substitutions	See Substitution Rules				
Fouls (free kicks)	Indirect & Direct Free Kicks				
Free Kick clearance	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	14x36	14x36	18 x 44	18 x 44	18 x 44

Goal	5x16	5x16	6 x 20	6 x 20	6 x 20
Area (yards)					