



zoroastrian sports committee

10th Zoroastrian Unity Cup Soccer Rule & Regulations

Adult Division: 15 years old and above

Youth Division 1: 6 years old – Under 10 years old

Youth Division 2: 10 years old – Under 15 years old

****IMPORTANT NOTE: ALL RULES AND REGULATIONS ARE SUBJECT TO CHANGE. IF CHANGES SHOULD OCCUR, ZSC WILL POST CHANGES ON OUR WEBSITE AT WWW.ZATHLETICS.COM****

GENERAL RULES AND REGULATIONS

1. The captain of every team is required to be present on the field at 8:00 a.m. for the drawing on the day of the games.
2. Games will start promptly at 9:00 a.m. **Be on time for all games!**
3. Each **YOUTH I and II division team** short of the 4 required players may start the game with a minimum of 3 players. Each team will be allowed a maximum of 2 substitute players (maximum of 6 players).
4. Each **ADULT division team** short of 6 required players could start the game with a minimum of 4 players. There could only be a maximum of 2 substitute players (maximum of 8 players per team).
5. Age requirements for each division: Participants in each division (adult or youth divisions) must be at their age division by the first day of the Tournament. Players will be moved to their correct age division by ZSC if they have not signed up in the appropriate age division.

PLAYER EQUIPMENT

6. Proper soccer shoes, shirts/jerseys (with numbers), shorts and shin guards are required and must be worn by each team player while on the field. It is strictly forbidden to wear screw-in cleats or front-toed cleats (football cleats).
7. It is prohibited to wear any kind of jewelry or other accessories. ZSC will NOT be responsible for any injuries sustained by the players.

SUBSTITUTIONS

8. There are no limits on the number of player substitutions. The substitute can only enter the field with the permission of the referee after the player that is being substituted has left the field. Substitutions can only be made during dead-ball plays so that there are no running substitutions. Unfair substitution will be decided upon by the referee.



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STANDINGS

9. Standings for pool play games will be determined on the “ten-point system” as follows:
 - WIN = 6 points
 - LOSS = 0 points
 - GOAL = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose)
 - SHUTOUT = 1 point (for an earned shutout, including a 0-0 tie)
 - FORFEIT = 7 points (scored as a 1-0 win, no shutout points as it is not an “earned” shutout)
 - TIE = 3 points
 - EXAMPLES:
 - 0-0 = 4 points
 - 1-1 = 4 points
 - 2-2 = 5 points
 - 3-3 = 6 points
10. Winners of ties in standings will be determined as follows (in order of significance):
 1. Head to head competition
 2. Goal differential (six per game max)
 3. Total goals against (three per game max)
 4. Total goals scored (six per game max)
 5. More shutout wins
 6. If still tied after the above tiebreakers, the two teams will engage in a penalty kick (PK) shootout
 - See number 12 below for the PK rules.

GAME RULES

11. Regular Games will consist of two 20-minute periods with a 5-minute break at halftime and no overtime.
12. Playoff and championship final games will consist of two 20-minute periods with a 5-minute break at halftime. In case of a tie at the end of the first overtime period (5 minutes), a second 5-minute overtime period will be added. There is no “sudden death.” If the game is tied at the end of the second overtime period, the game will be decided by penalty kicks (5 per team), with the winner being the team that scores the most goals. If after the penalty kick round no winner is determined, each team will alternate and continue to make penalty kicks (PK) individually until a winner has been determined.
 - Each team will select a player to kick and he/she may not be selected again to kick until the entire rotation (on field and bench) has kicked.
 - Players with red cards may not participate in the penalty kick phase of the match.
 - Goalkeeper may participate in the penalty kicks.
 - PK locations will be set by referee at his discretion.
 - The first team to miss a penalty kick after the other team has made it loses the match.
13. Indirect free kick: The referee will award an indirect free kick (from which a goal cannot be scored directly against the defending side until another player touches the ball) where a foul has been committed. Opponents will approach no closer than 5 yards. If the infraction occurs within 1 yard, of



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the penalty box the referee will place the indirect free kick 5 yards from the point of infraction. A player wall must not exceed more than two players.

14. Indirect free kick start: a player who takes a free kick, or puts the ball in play may not touch the ball twice consecutively
15. The goalkeeper will be allowed to use his/her hands during the game.
16. There will be NO offside rule.
17. Sliding: There will be NO sliding/slide tackling allowed. Doing so will result in an automatic foul and turnover. Sliding in the goal box to prevent a goal will result in an automatic goal for the opposing team.

CONDUCT

18. Yellow cards: A yellow (caution) card may be given if a player:
 - o Demonstrates unsportsmanlike behavior
 - o Causes dissent – by word or action
 - o Persistently infringes the laws of the game
 - o Intentionally delays the start of the game
 - o Does not assume the 5 yards for a direct kick or a corner kick
 - o For any “unfair” play in the opinion of the referee
19. Red cards: A player will receive a red card for the following:
 - o Receiving two yellow cards within the same match
 - o Serious foul play
 - o Violent play
 - o Spitting
 - o Foul or abusive language
 - o Any “unfair play” in the opinion of the referee
20. Physical and aggressive plays will NOT be tolerated. Second yellow card or first red card will result in automatic ejection of the player from that game.

A player with a red card who has been ejected from the game may not play for the remainder of the game and no replacement player will be allowed. Also, he/she cannot play in the next game (one game) that his/her team plays.

21. The Referees' decisions are “FINAL”. Absolutely no arguing with the referee is allowed.
22. Unsportsmanlike behavior: If a player who commits a serious aggressive foul, or offends any spectator or participant of the game (i.e. the referee, players, members of ZSC or others present), the referee shall show him/her a red card and they shall be sent off the field and unable to play the rest of the match and at least the next match based on severity of the behavior. The penalized player's name and reason for suspension will be reported to the ZSC officers for possible additional sanctions, which may include suspension from future ZSC events.