



## **“Afghan Cup 2007” Tournament Rules**

**Fairfax , Virginia**

Participation in the Afghan Soccer League Tournament is open to accepted teams composed of Twenty Two (22) or fewer players. Registrations, along with team dues, are a requirement of Participant organization.

### **General:**

- A. The tournament will do its best to schedule three (3) games for each team. However, if unforeseen circumstances such as weather or late dropouts cause the cancellation of any game or all games, the tournament is not liable.
- B. Under no circumstances whatever will the Afghan Soccer League, or any of their official representatives be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes a situation when tournament or any game (s) is cancelled in whole or part.
- C. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this tournament.
- D. No items, including raffle ticket, may be sold at Tournament Headquarter, Playing fields, or surrounding areas for the duration of the Tournament unless specifically sanctioned by the Tournament Committee.

### **Inclement Weather**

In case of inclement weather, the Tournament Committee or its official representative will have the authority to:

- 1. Relocate or reschedule any game (s)
- 2. Change the duration of any game (s)
- 3. Cancel any preliminary game (s)
- 4. If the game needs to be canceled due inclement weather during the second half (any time after the kick off), the game is over and score remains as is. If the game is canceled during the first half, the game will be rescheduled and played again as zero/zero.

### **Registration Process:**

Registration fees are due on the day of registration. All registration and fees are to be submitted to the ASL treasurer at the registration. Failure to comply with these guidelines may prevent teams from participating in the Tournament.

### **Registration of Players:**

For purpose of player registration the following is required:

1. Full legal name
2. Complete address
3. Telephone number
  
4. All registration of players including final team rosters must be submitted to ASL prior to the drawing. No changes will be permitted after the drawing is completed.

**All players must have a picture ID** (Driver License, Passport and/or ASF league ID card, school ID Card, etc) **to be able to play. NO ID, NO PLAY.**

### **Laws of the Game:**

All games shall be played in accordance with FIFA Laws, except as specifically modified by ASL.

### **Rules of Play:**

**WARNING: ANY ASSAULT ON REFEREES WILL NOT BE TOLERATED.**

All Clubs are responsible for the action of their individual members and supporters. Furthermore the Clubs are required to take precautions to prevent threats and acts of violence toward referees, assistant referees, officers, players, supporters of other teams, League officers, other soccer authorities and spectators. This responsibility includes the time prior to, during, and after a game.

**TEAMS ARE HELD RESPONSIBLE FOR PLAYERS' BEHAVIOR. ANY PHYSICAL ATTACK OR ASSAULT ON REFEREES IS A CRIMINAL ACT AND WILL BE REPORTED TO THE PROPER AUTHORITIES. THE LEAGUE AND FEDERATION WILL PERSUE CRIMINAL CASE AGAINST THE OFFENDING PLAYER(S).**

**THE GAME IN WHICH THE ASSAULT OCCURED WILL BE SUSPENDED, A LOSS WILL BE COUNTED AGAINST THE ASAULTING PLAYER(S)' TEAM AND THE OPPOSSING TEAM WILL BE AWARDED 3 POINTS. THE PLAYER(S) WILL BE SUSPENDED BY THE LEAGUE AND WILL NOT BE PERMITTED TO PARTICIPATE IN ANY ACTIVITIES SPONSERED BY ASL/ASF.**

1. Players, Coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game (Preliminaries, Play offs and/or Championship Game).
2. Referee has the discretion to shorten game time as required to meet field time limitation.
3. Minimum number of player to start is Seven (7).
4. Maximum number of player on roster and bench is Twenty Two (22).
5. This Tournament is inter-Afghan, all eligible players must be Afghan (to be considered Afghan, at least one parent must be Afghan)
6. Home team will be responsible to provide the game ball.
7. Unregistered players will not be permitted to play.
8. All games are played with a running clock. The referee may stop the clock for serious injuries. All decisions of this nature are made by the referee on the field and are final.
9. **Substitution:** Substitutions are unlimited.
  - Teams in possession, prior to throw in and prior to goal kick.
  - Both teams may substitute any number of players after a goal has been scored by either team and at half time.
  - Substitution of an injured player when referee calls an injured player time out.
  - Cautioned player.
  - Under no circumstances may substitution be made (1) on a corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.
10. Shin Guards are mandatory
11. No metal cleats will be allowed, and no jewelry will be allowed.
12. No player may participate in a game while wearing a cast or other dangerous medical device. Metal braces must be padded and covered. Exposed metal will not be allowed.
13. **Uniform Requirements and Conflict:**
  - a. Players must have permanent numbers on the back of their jersey.
  - b. Players with the same shirt number, as another teammate may not play.
  - c. Uniformity in team shirts, such as coloring, pattern, etc., is required.
  - d. In the event teams with same or similar color uniform are scheduled to play, the home team will wear its own color and the visiting team will make appropriate adjustments (different colored jerseys with permanent numbers) to avoid confusion of players.

14. Coaches and/or Spectators will not be permitted behind the goal area. Coaches are responsible for the conduct of their spectators through the referee's carding system. Coaches are subject to all FIFA and ASL rules.

15. Conducts not to be tolerated by team players, Coaches, and/or Spectators include:

- a. Abusive or degrading language
- b. Physical threat or assault
- c. Behavior induced by alcohol or the influence of controlled substances
- d. Support or encouragement of poor sportsmanship, including harassment of less skilled players
- e. Entering the field of play except for substitution/injury
- f. Disputing and/or attempting to influence the Referee's decision
- g. Non-control of spectators by teams' coaches
- h. Alcoholic beverages are not permitted at any game site.**

**16. Equal Point Tie Breaker Rules:**

In the event that two teams conclude any round with the same number of points; the tie breaker will be decided by the following statistics, in order.

- a. Head to Head
- b. Goals Against.
- c. Goals Forward
- d. Count of Red Cards
- e. Count of Yellow Cards.

**17. Tournament Structure:**

The tournament will be structured with three rounds to include: a preliminary or first round; a play off or second round; and a final round.

- a. Preliminary or First Round – the preliminary round will consist of three groups (Note: ASL reserves the right to alter this structure and include more groups depending on team participation).

In the preliminary games, each team will be awarded three (3) points for a win or a game forfeited to them, One (1) point for tie and no (0) points for a loss.

- b. Play Off or Second Round – the play off or second round will consist of six teams.

1. Playoffs shall be played on single elimination system. At the end of preliminary rounds, the flight winner will be the team with the most points in their flight. Winners of each flight advance into the semi-final or championship game depending on the number of flights in a division and will play the 2nd place team from the other group.

2. If a game is tied at the end of regulation time, two (2) periods of 10 minutes overtime, followed by shots from the penalty mark shall be taken.

3. Tie Breakers are applicable as follow:

1. Only Players on the field at the final whistle may participate.
2. Choice of first Kick is awarded by coin toss – winner kicks first.
3. Teams alternate in taking five (5) shots from the penalty mark.
4. Kicker may play only once, rebounds do not score.
5. Team scoring most shots wins, when tied after five (5) shots, teams continue to take alternate shots until either side is ahead.
6. No player may kick a second time until all of those players on the field and on the bench at the final whistle, including the goalkeeper have had a turn.

**FAILURE TO SHOW AND FORFEITS:**

A team shall be allowed a fifteen (15) minutes grace period after the scheduled kick off time before the match is awarded to their opponent. A minimum of seven (7) players constitute a team and if (7) players are present, the game will not be delayed.

Any team forfeiting championship game will not be entitled to individual trophies or team awards.

**Disclaimer:**

Participation in the “Afghan Cup” Tournament hosted by the Afghan Sports Federation (ASF) is voluntarily and the risk of injury from the activities involved in this program is significant, including the potential for permanent paralysis and death, and while particular rules, equipment, and personal discipline may reduce this risk, the risk of serious injury does exist; and participants **KNOWINGLY AND FREELY ASSUME ALL SUCH RISKS**, both known and unknown, **EVEN IF ARISING FROM THE NEGLIGENCE OF THE RELEASEES** or others, and assume full responsibility for his/her participation; and, the Afghan Sports Federation, Afghan Soccer League, their officers, officials, agents and/or employees, other participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors of premises used to conduct the event shall have no responsibility **WITH RESPECT TO ANY AND ALL INJURY, DISABILITY, DEATH, or loss or damage to person or property, WHETHER ARISING FROM THE NEGLIGENCE OF THE Participant(s).**

**UNDERSTANDING/CERTIFICATION OF RULES**

I have read the above documented rules developed by the Afghan Soccer League and agree to abide by them for the Annual “Afghan Cup 2007” Tournament.

\_\_\_\_\_  
Printed Name

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date