



ASSYRIAN AMERICAN NATIONAL FEDERATION

Established 1933

AANF Website: www.aanf.org

SOCCKER RULES and REGULATIONS

Entering the Tournament

To be eligible to compete in the tournament, each team must register all players, coaches, managers, and team staff through the AANF registration portal and ensure that all required fees are paid by the registration deadline established by the AANF Athletic Chairperson.

FEES

(a) **Convention Registration Fee**

A mandatory convention registration fee shall be paid for every team member, including players, coaches, managers, and team staff. This fee covers participation in convention activities and events.

(b) **Escrow (Bond) Fee**

Each team shall be required to pay an escrow (bond) fee in an amount determined by the AANF Athletic Chairperson. The conditions governing the use, forfeiture, and return of the escrow fee shall be communicated to all participating teams prior to the tournament.

Eligibility Teams

- (a) Participation is open to any Assyrian (Chaldean or Syriac) team.
- (b) **Each team must designate a captain who shall wear an identifying armband while on the field of play. The team captain shall have no special status or privileges under the Laws of the Game but shall be responsible for assisting in maintaining the conduct and behavior of their team.**

Players

- (a) All players must be of Assyrian (Chaldean or Syriac) origin. Each team may register and field up to two (2) guest players who do not meet this requirement.
- (b) A player registered with a participating team shall not be permitted to register with, transfer to, or play for another team during the current year's competition.
- (c) Subject to subsections (a) and (b), any team that fields an ineligible player shall be subject to disciplinary action as determined by the Tournament Director. Such penalties may include, but are not limited to, fines, forfeiture of the match, deduction of points, suspension, or removal from the tournament.

Violations

Any violation of the rules and regulations outlined herein shall be subject to the following disciplinary measures:

1. Forfeiture of any game(s) in which the violation occurred.
2. Removal of the team from the tournament.

Tournament Objectives and Conduct

The primary objective of this tournament is to promote the game of soccer through sportsmanship, fair play, and high-quality competition at this national event. These rules have been established to support that objective. While no set of regulations can address every situation, all participants—including players, coaches, team officials, and administrators—are expected to conduct themselves in a manner that reflects positively on the game. Such conduct enhances the experience and enjoyment of everyone involved.

Unless otherwise specified, the tournament shall be governed by the Laws of the Game established by FIFA. Participants are encouraged to review the following tournament-specific rules and regulations carefully, as they will be strictly enforced in the interest of maintaining a fair, safe, and enjoyable competition. It is the responsibility of each team's management and coaching staff to ensure that their players are fully informed of, and comply with, all applicable tournament rules and Laws of the Game.



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LAWS OF THE GAME

1. THE FIELD OF PLAY

The field of play shall be provided by the Host City and shall conform to the applicable FIFA Laws of the Game and field specifications. All matches shall be played on fields approved by the Tournament Committee.

2. NUMBER OF PLAYERS ON THE FIELD

- (a) Teams may dress a maximum of twenty-two (22) players for each match. All dressed players shall be under the jurisdiction of the Referee from the time they arrive at the field until they depart the venue.
- (b) A match shall be played by two teams, each consisting of a maximum of eleven (11) players, one of whom must be designated as the goalkeeper. A match may not start or continue if either team has fewer than seven (7) players on the field.
- (c) Only registered players, coaches, and team managers listed on the official team roster shall be permitted in the team bench area.
- (d) A team that fails to field the minimum required seven (7) players at the scheduled kick-off time, or at any time during the match that causes the team to fall below the minimum number required to continue play, shall forfeit the match. The official result shall be recorded as a 3–0 loss.
- (e) Unlimited substitutions shall be permitted in accordance with the competition rules and at the discretion of the Referee.
- (f) An injured player may be substituted at the discretion of the Referee and in accordance with the Laws of the Game and competition regulations.

3. PLAYERS' EQUIPMENT

- (a) All players participating on the field of play must wear shin guards fully covered by their socks.
- (b) Field players are not permitted to wear sweatpants during matches.
- (c) Players shall not wear watches, jewelry, or any other item deemed dangerous by the referee. Team uniforms must be matching in color and design and display a unique, permanently affixed number for each player. Taped or temporary numbers are not permitted.
- (d) In the event that the competing teams' uniforms are deemed similar in color by the referee, the designated home team shall be required to change its kit.

4. DURATION OF THE GAME

- (a) The duration of games shall be determined by the AANF Athletic Chairperson based on the number of teams participating in the tournament.
- (b) A grace period of five (5) minutes shall be granted to all teams, commencing at the scheduled kickoff time. Teams are expected to be ready to play at the scheduled start time.
- (c) The referee may reduce the length of each half or delay the start of a match when circumstances warrant such action, subject to available field time and tournament scheduling requirements.
- (d) All forfeited matches shall be recorded as a 3–0 result in favor of the non-offending team.
- (e) Any match suspended due to weather conditions, safety concerns, or at the referee's discretion after seventy-five percent (75%) of the scheduled playing time has elapsed shall be considered complete, and the score at the time of suspension shall stand as the final result.

Preliminary Rounds: All games must start promptly; a grace period of (5) minute shall be given to all teams: this shall begin at the scheduled start of play. Two (2) thirty (30) minute halves of play, with a five (5) minute halftime.

Semi Finals: Two (2) thirty-five (35) minute halves of play, with a five (5) minute halftime. In the event of a tie, (2) extra time halves of Ten (10) minutes each. If the match remains tied after extra time, each team shall take five (5) kicks from the penalty mark to



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Final:

determine the winner. If the teams remain tied after the initial five kicks, shots will continue until a winner is determined.
Two (2) forty (40) minute halves of play, with a ten (10) minutes halftime. In the event of a tie, (2) extra time halves of Ten (10) minutes each. If the match remains tied after extra time, each team shall take five (5) kicks from the penalty mark to determine the winner. If the teams remain tied after the initial five kicks, shots will continue until a winner is determined.

The Tournament Committee reserves the right to modify match durations, halftime intervals, or competition formats due to unforeseen circumstances, including but not limited to weather conditions, lightning delays, scheduling constraints, field availability, or the number of participating teams.

5. Roster Sheet

Upon arrival at the tournament, each team must submit a master roster of players. Only players listed on the official roster will be eligible to participate in the tournament.

6. Number of Players

A team may register up to (22) eligible players. No player may be registered with more than one (1) team.

7. Substitutions

Unlimited substitutions are permitted during any match, subject to the referee's approval and only during the following stoppages in play:

- After a goal is scored
- At the start of the second half
- At the start of the first or second half of extra time (if applicable)
- At a throw-in, at the referee's discretion (including "piggybacking" where permitted)
- In the case of an injury, at the referee's discretion
- No substitution is allowed for any player(s) ejected from the match
- Substitutions must enter the field of play at the halfway line and players may exit by the nearest point on the boundary line

8. METHOD OF GAME SCORING

Win will be registered as 3 Points. Tie will be registered as 1 Point. Loss will be registered as 0 Point.

9. STANDINGS

Ties will be broken in the following manner:

- (a) Game Winner of Teams Involved. (Head to Head)
- (b) Goal Difference.
- (c) Most Goals For.
- (d) Least Goals Against.
- (e) Fair Play difference
- (f) Best of five (5) kicks from the penalty mark.
- (g) Alternate kicks from the penalty mark until a winner is reached.

Fair Play: Greater number of points obtained in the fair play conduct of the teams based on yellow and red cards received in all group matches as follows:

- Yellow card: **minus one point**
- Indirect red card as the result of a second yellow card: **minus three points**
- Direct red card: **minus four points**
- Yellow card and direct red card: **minus five points**
(Only one of the above deductions shall be applied to a player in a single match)



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10. MATCH OFFICIALS

- (a) The AANF tournament director shall supply certified referees for all games held at its facility.
- (b) One (1) referee and two (2) Assistant Referees (4th official where applicable) shall be appointed to officiate in each game. Their authority and the exercise of power granted to them by the rules of the tournament commence as soon as they enter the field of play and do not end until they leave the facility.
- (c) Judgments and Interpretations – team officials, coaches and players must respect the match official's judgment regarding the violation. It is vital that the players and coaches adjust to refereeing differences, just as referees adjust to the demands of each particular game.
- (d) Only Team Captains are permitted to speak to referees in regards to decisions made during the game. Any violation from players, substitutes, or team officials will result in a mandatory Caution (YC) for Unsporting Behavior (UB).

11. DISCIPLINE AND SUSPENSIONS

- (a) A player who receives two (2) Cautions (YCs) or one (1) Dismissal (RC) in one game shall be ejected from that game and suspended automatically for the next game. Further suspensions might carry on pending the referee sanction nature and referee's report.
- (b) A player who accumulates three (3) Cautions (YCs) in the tournament shall be suspended automatically from the following match. All Cautions (YCs) accumulated will be cancelled after the semi-finals.
- (c) A player who receives Two (2) Dismissals (RCs) in the tournament shall be suspended from the tournament.
- (d) The referee's jurisdiction regarding cautions and ejection shall be extended to cover all team officials who will be subject to the same disciplinary action as players. Club and/or team officials will be held responsible for the behavior of all spectators in their party.
- (e) Each Dismissal (RC) will be looked at for possible further action against the player and/or team. Furthermore, the conduct of the individual and team after the ejection will be noted.
- (f) Fighting and/or abusive language toward a referee will not be tolerated and will result in an automatic Dismissal (RC) and possible suspension from the tournament.
- (g) The AANF Athletic Chairperson has the right to take further action if they see necessary and the offense is of a serious nature.

12. PROTEST

- (a) All protests must be submitted in writing to the Tournament Committee within two hours following the completion of the match or prior to the commencement of the team's next scheduled match, whichever occurs first.
- (b) All decisions rendered by the AANF Athletic Chairperson shall be final and binding.
- (c) No protest relating to a referee's decision will be entertained under any circumstances.

13. RIGHTS AND RESPONSIBILITIES

- (a) The Tournament Director shall have the right to amend, suspend, postpone, or cancel, in whole or in part, any match, fixture, or tournament schedule as deemed necessary for operational, safety, disciplinary, or integrity-related reasons.
- (b) The Tournament Director shall have sole and final jurisdiction over all disciplinary matters arising during the tournament. All determinations shall be final and binding within the framework of the tournament regulations.
- (c) Team officials, including coaches and substitutes, shall remain within the designated technical area assigned to their team and shall not enter the field of play without prior authorization from the referee. Any breach shall be subject to disciplinary sanction.
- (d) In the event of a bench-clearing altercation or mass misconduct, the Tournament Director may suspend or abandon the match and may disqualify, expel, or otherwise sanction any team(s) involved. Sanctions shall be determined at the sole discretion of the Tournament Director, having regard to the severity and circumstances of the incident.



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14. Tournament Violation and Disciplinary Action

Any violation to include any game or non-game related misconduct; i.e. referee abuse, spectator's abuse, patronage abuse, fighting at any of the AANF convention premises causing damages, including hotel stay, banquet halls and sport facilities shall be dealt with in the following manner:

- (a) Loss of games.
- (b) Termination of the team from the tournament or suspensions from future tournaments
- (c) Subject to financial fines

If a situation arises, which is not covered by these regulations, The Tournament Director shall make a decision on the spot and this decision shall be binding