



AZ PATHFINDER SOCCER TOURNAMENT

The AZ Pathfinder Soccer Tournament is designed to provide Pathfinders and TLTs with a fun, competitive, safe, and Christ-centered experience. All players, coaches, staff, and spectators are expected to demonstrate Christian sportsmanship throughout the tournament.

OFFICIAL TOURNAMENT RULES & REQUIREMENTS

ALL PARTICIPATING PLAYERS MUST BE REGISTERED WITH A PATHFINDER CLUB IN THE ARIZONA CONFERENCE.

Each team must provide: One soccer ball, One volunteer referee, A complete and approved team roster. Above all, this tournament should reflect the values of Pathfinder Ministry. Compete hard, play fair, respect others, and represent Christ in everything you do.

1. PLAYER ELIGIBILITY

ALL participating players must be officially registered members of a Pathfinder Club within the Arizona Conference. Players may only participate on the roster of one team during the tournament.* Players may not switch teams once the tournament has begun.* A player's age division is determined by their age on the day of the tournament.

* Exception: Emergency- injured player and team has no substitute

2. CO-ED AGE DIVISIONS

The tournament will have two co-ed divisions:

PATHFINDER (PF) DIVISION Ages 10-13

TLT DIVISION Ages 14-16

Co-ed teams are encouraged. Players must compete within their designated age division. Players may not participate in both divisions.

3. TEAM ROSTERS

Each team may register a maximum of 12 players. Only players listed on the official tournament roster may participate. Rosters must be submitted before the tournament registration deadline. Players may not be added to a roster after the tournament begins without approval from the Tournament Director. Team roster must be submitted to the Arizona Conference no later than 3:00 pm November 9 with registration form and payment

4. NUMBER OF PLAYERS

Games will be played 7 vs. 7, including the goalkeeper. Each team may have a maximum of 7 players on the field at one time. A team must have at least 5 players to start and continue a game. If a team falls below 5 eligible players, the game will be declared a forfeit.

5. PLAYER EQUIPMENT

Shin guards are REQUIRED for all players. Soccer cleats are recommended. No metal cleats are permitted. Players may not wear jewelry or other items that could create a safety hazard. Each team must provide one soccer ball for tournament use.

6. FIELD & GOALS

Goal size will be approximately 12 ft. wide x 6 ft. high. Field dimensions may vary depending on the tournament facility and available field space.

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7. GAME FORMAT

Each game will consist of:

First Half: 15 minutes

Halftime: 3 minutes

Second Half: 15 minutes

Total playing time: 30 minutes

The tournament will operate on a scheduled timeline. The referee/tournament officials will serve as the official timekeepers. Teams should be at their assigned field and ready to play at least 10 minutes before their scheduled game time.

8. LATE TEAMS & FORFEITS

Teams are responsible for being ready to play at their scheduled game time. A team that does not have at least 5 eligible players at the scheduled start time will be given a 5-minute grace period. If the team is still unable to field 5 players after the grace period, the game will be declared a forfeit. A forfeited game will be recorded as a 3-0 victory for the opposing team. The winning team will receive 3 tournament points. Tournament officials may make exceptions for delays caused by tournament scheduling or circumstances outside the team's control.

9. SUBSTITUTIONS

Substitutions may be made as needed. The referee must be notified before a substitution takes place. All substitutions must take place at the midfield line. The player leaving the game must exit the field before the substitute enters, unless otherwise directed by the referee. Substitutes may not enter the field without the referee's permission.

10. GOALKEEPER RULES

Each team must designate one player as goalkeeper. The goalkeeper may use their hands only inside their own penalty area. Outside the penalty area, the goalkeeper is treated as a regular field player and may not intentionally handle the ball. Once the goalkeeper has control of the ball with their hands, opposing players may not kick or attempt to take the ball from the goalkeeper. Players may not intentionally charge or make dangerous contact with the goalkeeper. Goalkeepers should release the ball promptly to keep the game moving.

11. HANDBALLS

A handball occurs when a player deliberately uses their hand or arm to control, stop, or redirect the ball. Accidental contact between the ball and a player's hand or arm will be judged at the referee's discretion. A handball outside the penalty area will result in a free kick for the opposing team. A handball committed by a defending player inside their own penalty area may result in a penalty kick. The referee's decision regarding intentional or accidental hand contact is final.

12. OFFSIDES

Offside rules will be enforced.

A player may be called offside when they are closer to the opponent's goal line than both the ball and the second-to-last defender at the time the ball is played to them by a teammate and they become actively involved in the play.

There is no offside directly from: A goal kick, A throw-in, A corner kick, Because this is a 7v7 tournament, referees will call clear and obvious offsides rather than extremely close or technical violations.

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13. SLIDE TACKLES

SLIDE TACKLES ARE NOT PERMITTED.

Players must remain on their feet when challenging an opponent for the ball. A slide tackle will result in a free kick for the opposing team. Dangerous or reckless slide tackles may also result in a yellow or red card. This rule is intended to reduce injuries and promote safe play.

14. YELLOW & RED CARDS

YELLOW CARD – CAUTION

A yellow card may be given for: Unsportsmanlike conduct, Reckless play, Repeated fouls, Arguing with or showing disrespect toward a referee, Deliberately delaying the game, Entering or leaving the field without permission, Other inappropriate behavior as determined by the referee

RED CARD – EJECTION

A red card may be given for: Serious or dangerous foul play, Violent conduct, Fighting or attempting to fight, Abusive, threatening, discriminatory, or inappropriate language, Intentionally attempting to injure another player, Receiving two yellow cards in the same game, A player receiving a red card must immediately leave the playing area and may not be replaced for the remainder of that game. The player will also be suspended for at least the team's next game. Tournament officials may impose additional suspension, including removal from the tournament, depending on the seriousness of the incident. Fighting or intentionally attempting to injure another person may result in immediate removal from the tournament.

15. PLAYER, COACH & SPECTATOR CONDUCT

This is a Pathfinder event, and Christian conduct is expected from everyone. Players, coaches, Pathfinder leaders, parents, and spectators must: Treat referees, opponents, teammates, and tournament staff with respect. Refrain from profanity, insulting language, threats, taunting, or inappropriate gestures. Refrain from fighting or aggressive behavior. Respect all referee and tournament official decisions. Encourage positive sportsmanship from the sidelines.

Only the designated team coach/captain may respectfully approach the referee regarding a question about the game. Repeated or serious misconduct by a coach, leader, parent, or spectator may result in that individual being asked to leave the playing area. Tournament officials reserve the right to remove any participant or spectator whose behavior is inconsistent with the standards of the event.

16. TIED GAMES & PENALTY KICKS

If a game is tied at the end of regulation, the game will be decided by penalty kicks (PKs). Each team will initially take 3 penalty kicks, alternating between teams. Three different eligible players must take the first three kicks. If the score remains tied after three kicks per team, teams will continue with sudden-death penalty kicks until a winner is determined. Only players eligible to participate at the end of regulation may participate in the penalty kick tiebreaker.

17. TOURNAMENT POINT SYSTEM

Tournament standings will be determined using the following point system:

3 POINTS – Win in regulation

2 POINTS – Win on penalty kicks

1 POINT – Loss on penalty kicks

0 POINTS – Loss in regulation

18. STANDINGS TIEBREAKERS

If two or more teams finish with the same number of tournament points, standings will be determined in the following order:

Head-to-head result between the tied teams

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Goal differential (goals scored minus goals allowed) with a maximum goal differential of +5 or -5 per game*

Total goals scored

Fewest goals allowed

Penalty kick shootout if both teams are present and tournament scheduling permits

Coin toss/drawing by tournament officials if necessary

*GOAL DIFFERENTIAL CAP

For tournament standings and tiebreaker purposes, the maximum goal differential that will count from any single game is 5 goals. For example:

A 5-0 win = +5 goal differential

A 7-2 win = +5 goal differential

A 9-1 win = +5 goal differential (not +8)

A 2-1 win = +1 goal differential

The actual final score will still be recorded, but no team can receive more than +5 goal differential from a single game. This rule is intended to promote good sportsmanship and discourage teams from unnecessarily running up the score.

19. VOLUNTEER REFEREE REQUIREMENT

Each registered team must provide one volunteer referee to assist with tournament officiating.

Volunteer referees will ONLY be assigned to games involving teams other than their own. Referees are expected to be familiar with the tournament rules. The Tournament Director or Head Referee may provide additional instructions before tournament play begins.

20. REFEREE AUTHORITY

The referee has authority over the game from the beginning until the end of the match.

Calls made by the referee during a game are final. Coaches, players, and spectators may not argue calls or attempt to pressure a referee into changing a decision. Questions regarding tournament rules, player eligibility, standings, or disciplinary action should be directed to the Tournament Director, not argued on the field.

21. TOURNAMENT DIRECTOR AUTHORITY

The Tournament Director reserves the right to make decisions regarding situations not specifically addressed in these rules. Any such decision will be made with consideration for:

Safety • Fairness • Sportsmanship • The spirit and mission of Pathfinder Ministry

22. TOURNAMENT REGISTRATION

EARLY REGISTRATION: \$75 per team (Until November 3 at 3:00 PM)

REGULAR REGISTRATION: \$125 per team (After November 3 at 3:00 PM & until Nov 17 at 3:00 PM)

FOOD SALE REGISTRATION: \$30 (Before 3:00 PM on November 3)

LATE FOOD SALE REGISTRATION: \$50 (After November 3 at 3:00 PM & until November 17 at 3:00 PM)

IMPORTANT: All registration fees are non-refundable, including food booth and soccer team fees.

The registration fee covers one team with a maximum roster of 12 eligible players. Each registered team must also provide:

One soccer ball for tournament use

One volunteer referee to assist with tournament officiating

A completed team roster by the registration deadline

All players must meet the tournament eligibility and age-division requirements.