

ASA 2026 SUMMER SOCCER TOURNAMENT

RULES & REGULATIONS

<u>RULES AND MATCH FORMAT:</u>	U6 (2020)	U7 (2019)	U8 (2018)	U9 (2017)	U11 (2015-16)	U12 (2014)	U14 (2012-13)
Match Duration	15 minutes	15 minutes	15 minutes	15 minutes	18 minutes	18 minutes	18 minutes
Players per Team	5 players + 3 subs	5 players + 3 subs	6 players + 3 subs	6 players + 3 subs	7 players + 3 subs	7 players + 3 subs	7 players + 3 subs
Kick in / Dribble in or Throw in	Kick in / Dribble in	Throw in	Throw in	Throw in	Throw in	Throw in	Throw in
Corners	Kick in	Kick in	Kick in	Kick in	Kick in	Kick in	Kick in
Goal kicks - Retreat to halfway	Yes	Yes	No	No	No	No	No
Half count / press This applies when there is a goal kick, or when the goalkeeper handles the ball in their hands after making a save. The opposing team must retreat to the halfway line. However, if the goalkeeper chooses to play the ball before the opposition have retreated, then they may play immediately—meaning the opposition do not need to retreat before restarting.							
Rolling Substitutes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Ball Size	3	3	3	3	4	4	5
Offside	No	No	No	No	No	No	No
Yellow and Red Cards	No	No	No	No	Yes	Yes	Yes
Back Pass Rule	No	Yes	Yes	Yes	Yes	Yes	Yes
Backpass rule - While the backpass rule will apply at U7 and U8, referees should start by reminding players and coaches of the no back pass rule and allowing play on rather than awarding a free kick. After 2 reminders in the same game, a free kick can be awarded.							
Score from Kick Off	No	No	No	No	No	No	No

ASA 2026 SUMMER SOCCER TOURNAMENT

RULES & REGULATIONS

ADDITIONAL INFORMATION:

- All teams MUST report to the designated pitches 5 MINUTES before kick-off.
Failure to do so will result in forfeiting the match with a 3-0 loss
- Players must wear appropriate footwear – No Studs
- All players must wear shin pads, any player without shin pads will not be permitted to play.
- No jewellery, glasses or watches permitted to be worn during matches for health and safety reasons.
- Any player requiring to wear protective goggles or 'Rec Specs' will be permitted to do so.
- Goalkeepers handling area will be marked out with flat markers.
- A goalkeeper picking up a deliberate back pass will concede an indirect free-kick.
- One additional player must touch the ball before a goal can be scored after kick off.
- Bibs will be provided by ASA staff for goalkeepers if needed.
Bibs will also be provided in case of a colour clash.
- All matches will start and finish on the central Whistle/Horn (If your team is not ready, then the game will begin without you).
- The goalkeepers cannot punt/kick the ball out of hand. (The Goalkeepers can place the ball on the floor and then kick --- U11 - U12 age groups only).
- All players and coaches are to abide by all the laws of the game as set out by FIFA except where modified above.
- To verify the player's age, please bring a valid, original or soft copy of proof of age document. (HKID or Student ID)

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RULES & REGULATIONS

SCORING AND COMPETITION FORMAT:

- U6 will be a Round Robin format. Every team will play against other teams in their age group once.
The team with the most points will be crowned champions of the tournament for their respective age group.
- U7, U8, U9, U11, U12 will divide into two groups and play group stage matches. The winner of each group will play the runner up of the opposite group in a semi-final. The winners of the semi-final will then play the final.

Points will be awarded as follows:

- Win – 3 points
- Draw – 1 point
- Lose – 0 points
- Note: In the event of teams being equal on points at the end of the group stages will be decided in the following sequence.
 1. Head-to-head result.
 2. Higher goal difference.
 3. Higher number of goals scored.
 4. 3v3 / 2v2 / 1v1 golden goal.

ASA 2026 SUMMER SOCCER TOURNAMENT

RULES & REGULATIONS

U11, U12

3 v 3

- Teams can select any three players to play 3v3 against the other team.
- The game will start with a drop ball from the referee in the middle of the pitch.
- The first team to score will be the winning team.
- Subs can only be made when the ball goes out of play. The subbed player must leave the pitch before the substitute comes onto the field. Subbed players are not allowed to re-enter the game.
- Kick ins / dribble ins will remain from the side-lines. However players cannot score directly from the kick in. (Note: players can score directly from corners and goal kicks).
- The game will be played for 2 minutes. If there is no goal after 2 minutes, coaches must remove a player, making the game 2v2. If there is no goal after another 2 minutes, coaches must remove another player, making the game 1v1 until a goal is scored.

ASA 2026 SUMMER SOCCER TOURNAMENT

RULES & REGULATIONS

DISCIPLINE/ CODES OF CONDUCT

- Referees will use yellow and red cards During U11, U12 matches. The yellow card serves to warn a player of inappropriate conduct and if the conduct is repeated a red card may be shown.
- A red card will be shown if a referee deems a player to be acting inappropriately (e.g. dangerous play or violent conduct) and should not continue playing. The referee will ask the manager/coach of that player to remove him/her from the field of play, however, a substitute may be brought on to replace the player sent off.
- Cards will not be shown throughout U6, U7, U8 & U9 matches. However, If the referees feel a player is behaving inappropriately, the referee has the right to remove that player from the pitch in replace of a substitute.
- All participants and spectators should report any issues to the ASA Tournament Manager.
- Players and Parents should be reminded that the referees/ASA coaches' decisions are final.

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RULES & REGULATIONS

AWARD CEREMONY

- Upon completion of the event, the following will be awarded to all players:
 - Participation Certificate
 - Medal

Note: The winning team of each age group will receive a trophy.

- Additional prizes will be given out to individuals for outstanding performances:
 - Player of the Tournament (each age group)
 - Top goal scorer (each age group)
 - Best goalkeeper (each age group)
- Each player must be present in order to receive their awards(s) at the end of the Tournament.