



## 2009 ARMED FORCES MEN'S SOCCER CHAMPIONSHIP

1. **COMPETITION RULES:** Current Federation International De Football Association (FIFA) Rules, as amended by the Armed Forces Sports Council (AFSC).
  2. **TOURNAMENT FORMAT:** Double round-robin.
  3. **TEAM STANDINGS:** Based on number of games won/loss.
  4. **DRAW:** As determined by AFSC (Match schedule in paragraph 12 is based on annual draw).
  5. **TIE-BREAKER POLICY:** Breaking a tie at the conclusion of round-robin play is determined by:
    - A. Results of head-to-head matches between the tied teams.
    - B. Goal differential between the tied teams.
    - C. Results of kicks from the Penalty Mark between the two teams. (See **ENCLOSURE** for Procedures – Page 6)
- Note: Policy must be applied in order listed.
6. **GAME BALL:** IAW FIFA. Ball to be used is to be publicized by the host service 60 days prior to the Armed Forces Championship.
  7. **SUBSTITUTIONS:** FIFA substitution rule will be in effect. Teams are allowed three substitutions per half. Halftime substitutions **WILL NOT** count against the three second half substitutions.



Day Five                      Match 7 USAF vs. USA  
   Match 8 USN vs. USMC

Day Six                        Match 9 USMC vs. USAF  
   Match 10 USA vs. USN

Day Seven                    Match 11 USN vs. USAF  
   Match 12 USA vs. USMC

Note: Second game each day will start 30 minutes after the conclusion of the first game.

**Awards Ceremony** - (Immediately following the final match) Service teams are required to wear like-Service issued team apparel or competitive uniforms at the awards ceremony. Individual athletes who do not comply will not receive awards or be selected to the Armed Forces team. If the Awards Ceremony is conducted in conjunction with the Informal Ice Breaker, then all Service Members must comply with Ice Breaker dress policy.

Day Eight                    Teams Depart

**13. AWARDS:**

- a. Individual: Each member of the winning and runner-up teams (to include the team trainer and OIC) receive individual awards.
- b. Team: No team trophy is presented.
- c. All-Tournament: An 11 “All-Tournament” team is selected by position for the tournament. This team is announced prior to the announcement of the 18 players selected to advance to higher-level competition. The Host Project Officer will select and purchase a special “All-Tournament” memento to present to each member of the “All-Tournament” team.

**14. TEAM COMPOSITION - ARMED FORCES CHAMPIONSHIP:**

Roster not to exceed 22 individuals:

- 18 Players
- 1 Coach
- 1 Asst Coach
- 1 Certified Athletic Trainer
- 1 OIC

\*Note – Only the above personnel are authorized in the designated Service bench area.

**15. SELECTION PROCESS - HIGHER LEVEL AND ALL-TOURNAMENT:**

Selection meeting attendance is limited to the Service Representative, the head coach, assistant coach, and the OIC. Each Service will be limited to one spokesperson. The initial selection for the All-Tournament Team and the Armed Forces Team will be conducted as a paper ballot, submitted simultaneously by each Service Representative and the Chief of Officials to the host Project Officer at the beginning of the selection meeting.

Submitted ballots are final. Ties will be resolved through discussion and vote. Most competent athletes, regardless of Service affiliation, will be selected. Service representatives reserve the right to not select top quality candidates based on behavior, grooming standards, or availability.

Note: Coach Selection Policy - The Service Representatives on site will select the coach of the Armed Forces Team for higher competition. The Service Representatives will also select the assistant coach. Coaches for Armed Forces teams must be selected from the pool of coaches who participated at the respective Armed Forces Championship at that position. In the event all coaches are unavailable to advance to higher level competitions, Working Group members will move to find a qualified replacement(s). If replacement(s) cannot be obtained within 24 hours preceding the announcement of the team delegation, then the Armed Forces team will not participate.

**16. TEAM COMPOSITION – CISM Continental Men's:**

As follows or as dictated by host country invitation:

- 18 Players
- 1 Coach
- 1 Asst Coach
- 1 Certified Athletic Trainer
- 1 Team Captain
- 1 Chief of Mission
- 1 Technical Committee Member
- 1 Ad Libitum
- 1 Assistant FIFA Official
- 26 TOTAL

**17. TEAM COMPOSITION – CISM Men and Women World Championship:**

As follows or as dictated by host country invitation:

- 18 Players
- 1 Coach
- 1 Asst Coach
- 2 Certified Athletic Trainers
- 1 Team Captain
- 1 Chief of Mission
- 1 Technical Committee Member
- 1 Match Delegate for CISM (Must be active duty)
- 1 FIFA Officials
- 1 Assistant FIFA Officials
- 28 TOTAL

**18. FORMS AND ROSTERS: All Higher Level Advancement forms and Service Team Rosters for the Armed Forces Championship must be turned into the Host Project Officer at the Organizational Meeting.**

**19. ALCOHOL POLICY:** There will be no alcohol consumption at the sports venue by personnel involved in the Armed Forces Sports competition, including sports staff, until all competition for the day has been completed to include the award ceremony on the final day. The venue is defined as the playing area and the assigned seating/spectator area. More restrictive installation policies in regards to alcohol will take precedence.

**(ENCLOSURE)**

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### **Armed Forces Tiebreaking Procedures**

Following each match during the round-robin phase of play, Kicks from the Penalty Mark will be conducted to serve as a tiebreaking procedure should other criteria fail to determine relative positions within each group. Positions in each group are determined by means of the following criteria, in order:

#### **Number of points**

Points are awarded as 3 points for a win and 1 point to each team for a tie during round robin play (0 points for a loss).

In the event of a tie between two or more teams at the end of round robin play, the tie will be broken in the following manner:

- 1. Results of head-to-head matches between the tied teams**
- 2. Goal differential between the tied teams**
- 3. Results of Kicks from the Penalty Mark between the two teams**

#### **KICKS FROM THE PENALTY MARK Procedure**

N.B. – provisions which do not apply to Kicks being used to determine position within a group for the purpose of advancing to the next round are noted with an asterisk (\*).

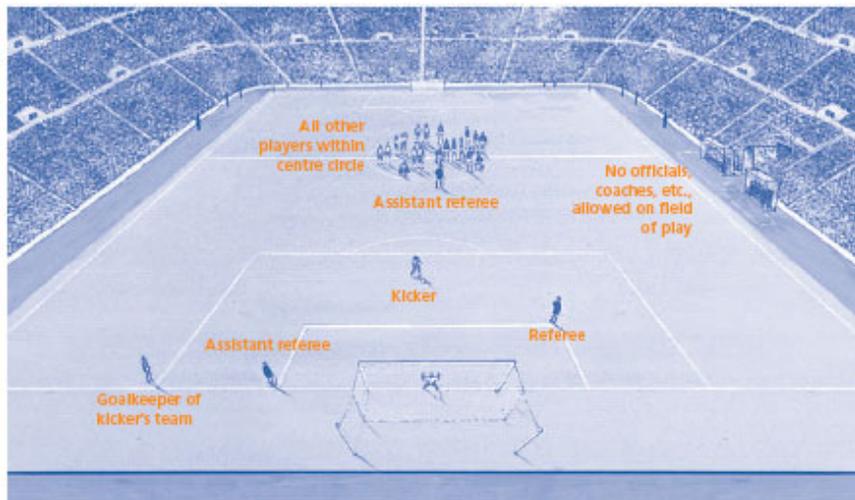
- The referee chooses the goal at which the kicks will be taken.
  - The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
  - The referee keeps a record of the kicks being taken.
  - Subject to the conditions explained below, both teams take five kicks.
  - The kicks are taken alternately by the teams.
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- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
  - If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
  - A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.

- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.\*

**\*The above provision does not apply in the case of determining position within a group. Eleven players may be chosen from the roster. However, once those eleven have been chosen, no other players are allowed to take kicks from the mark.**

- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- • All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle. The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board decisions apply when Kicks from the penalty mark are being taken.

#### TAKING KICKS FROM THE PENALTY MARK



- When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility. \*

**\*The above provision does not apply in the case of determining position within a group; this procedure is not being used to determine the winner from a specific match. Therefore, the Kicks from the Mark procedure will always begin with eleven players. Should a player be sent off during the Kicks from the Mark, the opponents will NOT reduce their numbers to equate.**

- Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.