

Annual All ASA Games Tournament Rulebook

Last Amended (April 2, 2017)

General Rules

I. Fees:

A. Cost

1. Competitive Basketball: \$350
2. CoRec Basketball: \$250
3. Soccer: \$350

B. Registration fees must be turned in by teams wishing to participate before their rosters and participation can be approved

C. Fees are non-refundable except under extenuating circumstances

D. Fees can be changed based on a proposed budget and committee approval

II. Rosters

A. Teams must turn in rosters of participating players.

B. Rosters must not exceed 15 players.

C. Rosters must be turned in by the determined deadline.

D. Current student teams must provide school IDs and current schedule of the respective school year as proof of attendance to the school.

E. Alumni must provide school transcript/copy of diploma and Valid ID or school ID if they still have it.

F. Up to two changes (CHANGES NOT ADDITIONS) to the roster can be made the determined injury change deadline.

G. Basketball rosters must have a minimum of 7 players.

H. Soccer rosters must have a minimum of 9 players.

III. School Participation

A. Schools will not be restricted to submitting one team in the CoRec division, regardless of the number of Alumni or Undergrad on each team.

1. If a school has enough participants to create more than one team, they should be given the opportunity.

B. Undergraduate Teams

1. The team must consist of undergraduate players with the ability to include up to two alumni players to satisfy a full roster.

C. Alumni Teams

1. The team must consist of alumni players with the ability to include up to two undergraduate players to satisfy a full roster.

D. Teams that cannot fulfill the minimum amount of players on their own should be allowed to combine with any school of their choice and not be restricted to only 7 players on the roster.

1. Up to 3 schools will be allowed to combine and no more than 5 players can be from one single school.
2. Minimum of 2 players from each school.
3. Soccer – No more than 6 players can be from one school
4. Example: UCLA – 3 players + USC – 2 players + UCSB – 5 players = 1 team

IV. Player Eligibility

- A. Undergraduates must attend the respective school at the time of the games and be a part of the school's ASA.
 - 1. If players are challenged, valid proof must be provided.
- B. If a student has graduated from a school without an existing ASA, that player should be allowed to participate in the games with the school of their choice. All players from that school must play with the same school unless the school without an existing ASA has 3 or more players then all 3 or more players must play on the same team.
 - 1. Example: University of Oregon Graduates may play with UCLA if there are only 2 or less players. University of Oregon has 3 or more players, they must all play on the same team.
- C. No player can be on the respective schools' sport team within the current or previous season of the sport that they are playing in. (professional or club)
- D. A player cannot play for more than one team in a single sport.
- E. Players are allowed to compete in both Basketball and Soccer. No special schedule arrangements will be made. The committee will try to schedule accordingly.
 - 1. Example: If your two games overlap, you have to pick which one you want to play.

V. Check In

- A. Athletes must check-in with valid Identification prior to being eligible to play.
- B. If problems arise at check in then the athlete's eligibility and participation will be reviewed and decided on.

VI. VI. Cheating

- A. If an athlete is caught playing for a school where he or she does not attend, the entire team will be disqualified.
 - 1. Unless approved by the committee ahead of time.
- B. If a team tries to cheat an athlete to play for them who is not an ASA member or has not attended the respective school, the team will be disqualified.

VII. VII. Sportsmanship

- A. The athlete(s) who fight(s) (verbal or physical) which interrupt the games (stop, pause, etc.) will automatically be removed from the entire tournament.
- B. If the entire team (or more than one player) fights, the entire team will be disqualified.

VIII. VIII. Non-ASA participants

- A. Armenian organizations who are not Armenian Student Associations and are interested in playing at the games must be voted by the committee

before they are allowed to play, and must provide a proof of membership and ID.

1. The same rules apply to non-ASA participants.
2. The following organizations have already been approved.
 - a) Alpha Epsilon Omega
 - b) Shant Student Organization
 - c) Armenian Youth Federation

IX. Special Exceptions

- A. Everything that falls outside of this rulebook is up to the discretion of the committee and organizers.

X. Deadlines

- A. To be determined.

Basketball Rules

Homenetmen Basketball Rules shall govern this event except where stated otherwise.

I. Officials and their Duties

- A. Each match is controlled by referees who have the full authority to enforce the Laws of the Game in connection with the match to which they have been appointed

II. Players, Substitutes and Coaches

- A. Participating teams shall have at least 5 players and no more than 15 players on their roster.
- B. The game will consist of 5 players on each team
- C. The minimum number of players allowed to start and/or finish a game is 4.
- D. There are an unlimited number of substitutions
- E. A team may have 1 coach present who need not be included in their roster
- F. Each CoRec team in basketball is required to have 1 gender from the opposite sex
 1. Example: 4 girls + 1 guy = 5 player or 2 girls + 3 guys = 5 etc.

III. Scoring

- A. A legal field goal or free throw attempt shall be scored when a live ball from the playing area enters the basket from above and remains in or passes through the net.
- B. A successful field goal attempt from the area on or inside the three-point field goal line shall count two points.
- C. A successful field goal attempt from the area outside the three-point field goal line shall count three points.
 1. The shooter must have at least one foot on the floor outside the three-point field goal line prior to the attempt.
 2. The shooter may not be touching the floor on or inside the three-point field goal line.

3. The shooter may contact the three-point field goal line, or land in the two-point field goal area, after the ball is released.
- D. A field goal accidentally scored in an opponent's basket shall be added to the opponent's score, credited to the opposing player nearest the shooter and mentioned in a footnote.
- E. It is a violation for a player to attempt a field goal at an opponent's basket. The opposing team will be awarded the ball at the free throw line extended.
- F. A successful free throw attempt shall count one point.
- G. An unsuccessful free throw attempt which is tapped into the basket shall count two points and shall be credited to the player who tapped the ball in.
- H. Free throw attempts will follow CIF rules; no player shall enter the key area during a free throw attempt until AFTER the ball has made contact with the rim.
- I. If there is a discrepancy in the score and it cannot be resolved, the running score shall be official.

IV. Timing

- A. The game will consist of two halves of 18 minutes each and 20 minutes each for semi-finals and finals.
- B. CoRec game times will consist of two halves of 16 minutes each and 18 minutes each for semi-finals and finals.
- C. All overtime periods of play will be 3 minutes.
- D. 3 minutes will be permitted between halves of all games and before any overtime period.
- E. In the last 2 minutes of the game, the game clock shall continue to run if the point differential between the two teams is 10 or more points
- F. The game clock shall stop as soon as a referee calls a technical foul. It shall resume as soon as the ball comes into the play.
- G. The game clock shall be equipped to show tenths-of-a-second during the last minute of each period.
- H. Each team shall be allotted four time-outs per game, three of which can be carried over to the second half. One time-out may be carried into overtime. One time-out shall be allotted per overtime period.

V. 24-Second Clock

- A. There is NO Shot Clock

VI. Fouls and Penalties

- A. A player shall be fouled out upon committing his/her fifth personal foul and shall be ejected from the game upon committing his/her second technical foul. An ejected player shall be automatically suspended from the team's next scheduled game.
- B. A player who commits a technical foul shall be required to sit on the bench for two minutes of game time for a "cooling off" period, and may be replaced by another player.

- C. A coach who commits a technical foul may be required to remain seated for the remainder of the game. No other individuals on the bench may stand in place of the coach for the remainder of the game. This shall be left to the discretion of the Field Supervisor and the Referee(s) officiating the game.

VII. Procedures to Determine the Winner of a Match

- A. The team with the most number of points at the end of regulation or overtime is determined to be the winner.

VIII. The Point System

- A. In the group stages points will be given as follows:
 - 1. Win = 3 points
 - 2. Loss = 1 points
 - 3. Forfeit = -1 point

IX. Tie Breaker Rules

- A. In the case of a two or three way tie in the group standings, the following system shall be used in the order listed below to determine the teams advancing to the next round.
 - 1. The winner of the head to head matchup between the two teams.
 - 2. The point differential for the teams involved in the tiebreaker, which is computed as follows.
 - a) In the event of the three-way tie, the point differential will be used to determine the first team to advance. The winner of the head to head matchup between the two remaining teams will determine the second team to advance.
 - 3. If the above criteria does not allow a team to be chosen to advance, the final procedure to determine who will advance will be based on the overall point differential of each team during group play.

X. Grace Period

- A. There shall be a maximum of a ten-minute grace period, after which a late arriving team shall forfeit the game.
- B. The grace period shall start at the time the court supervisor calls for the start of the game
- C. Extension of the grace period is at the discretion of the court supervisor.
- D. In the event the games are delayed, teams must still be present in the gym at the scheduled time of the game and wait for the preceding game to end.

Soccer Rules

This is an outline of the base rules for Soccer which follows the FIFA's Official Laws of the Game unless stated otherwise.

I. The Number of Players

- A. Participating teams shall have at least 7 players and no more than 15 players on their roster.
- B. The game will consist of 7 players on each team, one of whom will be the goalkeeper.
- C. The minimum number of players allowed to start and/or finish a game is 5.
- D. A team that starts with less than 7 players may add its missing players to the team during the stoppage of play.
- E. There are an unlimited number of substitutions

II. The Player's Equipment

- A. A player must not use equipment or wear anything that is dangerous to himself or another player.
- B. The basic compulsory equipment of a player comprises the following separate items:
 - 1. A jersey or shirt
 - 2. Shorts
 - 3. Stockings
 - 4. Shin-guards
 - a) Provide a reasonable degree of protection
 - 5. Footwear
- C. Colors
 - 1. The two teams must wear colors that distinguish them from each other and also the referee and the assistant referees
 - 2. Each goalkeeper must wear colors that distinguish him from the other players, the referee and the assistant referees

III. The Referees

- A. Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.
- B. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.
- C. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee or the fourth official, provided that he has not restarted play or terminated the match.

IV. The Duration of the Match

- A. All matches will consist of two halves of 30 minutes each with a 5-minute half-time and 35 minutes each for semi-finals and finals
- B. Allowance for Lost Time
 - 1. Allowance is made in either period for all time lost through:
 - a) Assessment of injury to players
 - b) Removal of injured players from the field of play for treatment
 - c) Wasting time
 - d) Any other cause
 - 2. The allowance for time lost is at the discretion of the referee

C. Penalty Kick

1. If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

D. Overtime

1. Overtime shall consist of two 5 minute halves.

V. The Start and Restart of Play

A. Preliminaries

1. A coin is tossed and the team that wins the toss decides to start the match with the ball or choose their side of the field.
2. The team that did not kick-off the first half receives the ball in the beginning of the second half.
3. In the second half of the match, the teams change ends and attack the opposite goals.

VI. The Ball In and Out of Play

- A. The ball is out of play when it has wholly crossed the goal line or touch line whether on the ground or in the air or play has been stopped by the referee.

VII. The Method of Scoring

- A. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

VIII. Offside

- A. There is NO Offside

IX. Fouls and Misconduct

A. Yellow Card

1. A player is cautioned and shown the yellow card if he commits any of the following seven offenses:
 - a) unsporting behavior
 - b) dissent by word or action
 - c) persistent infringement of the Laws of the Game
 - d) delaying the restart of play
 - e) failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
 - f) entering or re-entering the field of play without the referee's permission
 - g) deliberately leaving the field of play without the referee's permission
2. A player receiving a yellow card is removed from the game in progress for 5 minutes without replacement.

3. A player receiving a second yellow card is awarded a red card and is ejected from the game and suspended for 1 additional match.

B. Red Card

1. A player, substitute or substituted player is sent off if he commits any of the following seven offences
 - a) serious foul play
 - b) violent conduct
 - c) spitting at an opponent or any other person
 - d) denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
 - e) denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
 - f) using offensive, insulting or abusive language and/or gestures
 - g) receiving a second caution in the same match
2. A player, substitute or substituted player who has been ejected or suspended must leave the vicinity of the field of play and the technical area.
3. A player who receives two red cards during the tournament shall be suspended for the remainder of the tournament.
4. Teams will not be allowed to have a substitute for the player who has been disqualified and will be down one player the rest of the game.

X. Free Kicks

A. Direct Free Kick

1. A direct free kick is awarded to the opposing team if a player commits any of the following seven offenses in a manner considered by the referee to be careless, reckless or using excessive force
 - a) kicks or attempts to kick an opponent
 - b) trips or attempts to trip an opponent
 - c) jumps at an opponent
 - d) charges an opponent
 - e) strikes or attempts to strike an opponent
 - f) pushes an opponent
 - g) tackles an opponent
2. A direct free kick is also awarded to the opposing team if a player commits any of the following three offenses
 - a) holds an opponent
 - b) spits at an opponent
 - c) handles the ball deliberately (except for the goalkeeper within his own penalty area)
3. A direct free kick is taken from the place where the offense occurred

B. Penalty Kick

1. A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

C. Indirect Free Kick

1. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences
 - a) controls the ball with his hands for more than six seconds before releasing it from his possession
 - b) touches the ball again with his hands after he has released it from his possession and before it has touched another player
 - c) touches the ball with his hands after it has been deliberately kicked to him by a team-mate
 - d) touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate
2. An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player
 - a) plays in a dangerous manner
 - b) impedes the progress of an opponent
 - c) prevents the goalkeeper from releasing the ball from his hands
 - d) commits any other offense for which play is stopped to caution or send off a player

XI. The Penalty Kick

- A. A penalty kick is awarded against a team that commits one of the ten offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.
- B. A goal may be scored directly from a penalty kick.
- C. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

XII. The Throw-In

- A. At the moment of delivering the ball, the thrower
 1. faces the field of play
 2. has part of each foot either on the touch line or on the ground outside the touch line
 3. holds the ball with both hands
 4. delivers the ball from behind and over his head
 5. delivers the ball from the point where it left the field of play

XIII. The Goal Kick

- A. A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the

attacking team.

XIV. The Corner Kick

- A. A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team
- B. The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line
- C. The corner flag post must not be moved
- D. The kicker must not play the ball again until it has touched another player

XV. Procedures to Determine the Winner of a Match or Home-and-Away

- A. The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.
- B. After the group stage all subsequent matches which remain drawn shall continue into overtime.
- C. If after extra time the match is still drawn a penalty shootout will take place as follows
 - 1. 5 initial penalty shots will be taken with the team with the most shots made winning, if the number of shots made remain tied after the initial 5 penalties then the shootout will continue into sudden death.

XVI. The Point System

- A. In the group stages points will be given as follows:
 - 1. Win = 3 points
 - 2. Draw = 1 point
 - 3. Loss = 0 points
 - 4. Forfeit = -1 point

XVII. Grace Period

- A. There shall be a maximum of a ten-minute grace period, after which a late arriving team shall forfeit the game.
- B. The grace period shall start at the time the court supervisor calls for the start of the game
- C. Extension of the grace period is at the discretion of the court supervisor.
- D. Note: In the event the games are delayed, teams must still be present on the field at the scheduled time of the game and wait for the preceding game to end.

Code of Conduct

- I. I will not engage in unsportsmanlike conduct with any coach, player, participant, official or any other attendee.

- II. I will not encourage any other person, to engage in any behavior which would endanger the health, safety or well-being of any coach, player, participant, official or any other attendee.
- III. I will not engage in any behavior which would endanger the health, safety or wellbeing of any coach, player, participant, official or any other attendee.
- IV. I will not engage in the use of profanity.
- V. I will not encourage any other person, to engage in the use of profanity.
- VI. I will treat any coach, player, participant, official or any other attendee with respect regardless of race, creed, color, national origin, sex, or ability.
- VII. I will not engage in verbal or physical threats or abuse aimed at any coach, player, participant, official or any other attendee
- VIII. I will not encourage any other person, to engage in verbal or physical threats or abuse aimed at any coach, player, participant, official or any other attendee.
- IX. I will not initiate a fight or scuffle with any coach, player, participant, official or any other attendee.
- X. I will not encourage any other person, to initiate a fight or scuffle with any coach, player, participant, official or any other attendee.

Breaches of the Code of Conduct will cause a player to be ejected from the tournament and a breach of the Code of Conduct by the team will cause the team to be disqualified.