

2019 Sporting Arkansas - Spring Classic Invitational

(This is an Invitational Tournament and registration does not guarantee acceptance)

Tournament Rules

1. TEAM REGISTRATION

All teams must be members of and follow the rules of US Club Soccer or the US Youth Soccer Associations. All teams must upload player cards, roster and medical release form for online check-in. Player cards must be presented to referee at all games. Items you will need for online check in: 1. Player passes (uploaded) 2. State approved travel papers for out of state USYSA teams (if applicable) 3. An official Guest Player form PER Player (Player from different club)- All guest player forms MUST be signed by the guest players PRIMARY Coach as well as guest coach NOTE: CLUB PASS IS ACCEPTED AND RECOMMENDED IF PLAYER IS FROM SAME CLUB 4. Guest Players name, player number and jersey number must be written on the bottom of the official state roster. 5. Medical Release Verification form NOTE: Birth certificates are not required for check in BUT must be available during tournament if asked to show player proof of age.

2. STANDINGS

FIFA rules will be enforced unless stated differently. Flagrant fouls will not be tolerated. Referees will card serious offenses. Standings determined by points: Win = 6 points, Tie = 3 point, Loss = 0 points. 1 add'l point per goal (3 max) and 1 add'l point for a shutout BUT no add'l points if it is a 0 – 0 tie. If a match is canceled before play starts or prior to halftime and cannot be completed prior to the start of the next match, each team will be awarded 3 points for a tie. Additional points will be awarded on the basis of the match score at the time of cancellation.

3. TIE-BREAKER

Tie-breaking procedure: 1) Winner of head to head game. 2) Goal Differential (Maximum of 3 per game) 3) Least goals against 4) Most goals scored 5) Least Number of Red Cards 6) Least Number of Yellow Cards

4. BALL SIZE & FIELD SIZE

U8 4v4, Size 3, No offside

U9 7v7 Size 4 Offsides by discretion of the referee

U10 7v7 Size 4, Offsides enforced

U11&U12, 9v9 Size 4, Offsides enforced

U13-U18 11v11, Size 5, Offsides enforced

Home team provides game balls (3) for each game (one for center field and one by each post).

5. GAME TIME

U8 3 x 15 minute periods

U9-U10: 2 x 25 minute halves

U11-U12-U13: 2 x 30 minute halves

U14-U18: 2 x 35 minute halves

No overtime in preliminary games. In quarterfinal, semifinal and championship games, ties at the end of regulation will play ONE 10 minute period with the "Golden Goal" rule applying: first team to score in overtime wins match. If still tied after overtime, match will be decided by penalty kicks. Only players on the field at the end of the overtime may take penalty kicks. First five players on both teams will complete their pk's - alternating kicks. If still tied, additional shooters will alternate pk's in direct elimination until one team scores and the other misses. You must exhaust the current field players before a respective player kicks a second time, third time, etc.... If conditions warrant, games can be considered complete if one half of the time has elapsed. If the tournament should be

cancelled entirely due to weather or other circumstances, see rule 16 for refund policy.

6. SUBSTITUTION

Any substitution can take place on all dead ball fouls. Teams with possession may sub on throw ins, opposing team may also sub at that time if players are standing at center line. It is always to the referee's discretion to allow or disallow a requested substitution. A player must be at the center field line and ready to substitute to be considered. Players must enter and exit at the same center field position. Players on the sideline need to wear vests of different color than the jersey used on the field.

7. YELLOW CARD / RED CARD

FIFA rules apply in all games. A red carded player will sit out the following game. If the offense was serious and reported from the referee to the Tournament Director, player may be suspended for remaining games in the tournament. The ruling cannot be contested. If a coach receives a red card they must leave the soccer complex for the remainder of the match

8. UNIFORM

Home Team = Light Colored Uniform, Away Team = Dark Color: In general, Law IV of the Laws of the Game applies: Shin guards must be worn, and covered by socks. With the exception of medical ID, no rings, watches, earrings or other jewelry of any kind may be worn. Medical ID medals must be taped the chest. Medical ID bracelets must be taped to the wrist so that a finger may not become trapped under it. The referee prior to the game must approve any protective device or cast worn by a player. Casts must be padded and wrapped. Home team will wear light colored jersey. Away team will play in dark and is responsible to change upon request from the referee if the jersey colors are too similar. Goalkeepers must wear a different color shirt, which distinguishes them from all other players and the referee. Each field player must have a unique number on his/her jersey and all jerseys shall match in color. Shirts must be tucked in during the game. No equipment changes may be made after the referee's equipment check without his/her permission. No item of clothing shall extend below the shorts, including the keepers clothing (except compression shorts if they are the same color as the outer shorts, but above the knee).

9. TEAM AND SPECTATOR PLACEMENT

Both teams will be located on the same side of the field. All spectators will be located on the opposite side of the field. Only the players and two coaches per team are allowed on the team side of the field. (all must be on the roster and have state-issued cards)

10. FORFEIT

A team that fails to show up for a game will forfeit the game with maximum points (game will be scored 3-0). Regardless of reason for failing to appear on time, the ruling will be determined at the beginning of the scheduled game. Protest will not be accepted or processed. A team not ready to play at the scheduled time or immediately after the conclusion of the previous game is subject to forfeiting.

11. CONDUCT

Each coach is responsible for the behavior of his or her team, coaches, and spectators. Any player, parent, coach, or spectator demonstrating conduct not in accordance with tournament, or legal regulations shall be ejected. Misconduct by players and/or coaches during periods between games will lead to expulsion

or the team. Players, coaches and spectators are expected to conduct themselves within the letter of the law and the SPIRIT of the law, and the SPIRIT OF ZERO TOLERANCE. Displays of TEMPER, DISSENT by word or act ion against opponents or referees are cause for ejection from the match and/or premises and/or SUSPENSION from the tournament. Coaches receiving a Red Card (EJECTION) for any reason may be SUSPENDED for the REMAINDER of the Tournament. The coach is responsible for his/her spectator's behavior. Each coach should inform their spectators of the rules (i.e. behavior, spectator line, etc.). Each coach is expected to monitor his or her spectators and take corrective action if necessary. Each coach is expected to support the referee or tournament official if action against a spectator is required. There shall be NO PETS on the fields or inside the perimeter of the fields. NO TENTS shall be inside the perimeter of the fields. No smoking. No alcohol of any kind. No firearms. All teams are responsible for picking up trash on their sideline immediately following their game. Please help keep our facility clean! No referee abuse is tolerated from teams, coaches or spectators. Violations may result in forfeiture of the game and or ejection from the tournament.

12. PROTEST

The protest must be in writing and submitted to the tournament committee (located at the registration tent) along with a \$100.00 cash protest fee. The protest must be filed within two hours of the completion of the match in question. The protest fee of \$100.00 will be returned if the protest is upheld. Protests of referee decisions will not be considered. Referee decisions are final.

13. INJURY

Players cannot play with an open wound. Casts must be covered and protected and approved by the referee prior to game. Any player playing with a cast must have a written release from their physician.

14. MATTERS NOT PROVIDED FOR

The tournament committee shall determine any matter not provided for in the tournament rules. In addition the Rules Committee may amend the tournament rules when, in its judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the tournament committee shall be final.

15. INCLEMENT WEATHER

In the event the tournament is canceled, either in whole or part, the Tournament Committee is not responsible for any expenses incurred by any team. If the tournament is cancelled before started, a 50% refund of registration fee will be issued. Once tournament has started regardless of elapsed time or games played, refunds will not be issued. Refund checks will be mailed to the primary team contact's address obtained during electronic registration.