**TOURNAMENT RULES**

1. Matches shall be played in conformity with the rules USYSA, US Club and FIFA, unless otherwise stated herein. The Tournament Committee shall be the final authority in all tournament matters. The Tournament Committee shall consist of at least three members of tournament management and referee coordinators.
2. **Teams must provide the following documents to participate:**

a. All teams should have an official club or team roster form, including player names, birthdates, and jersey numbers. If using US Youth Soccer, the roster must be signed and approved by their association or league registrar. If using US Club, teams must provide an official US Club roster.

b. All USYS affiliated teams traveling from outside of Arkansas must provide travel permit. Team participating as US Club Soccer Affiliates do not need a travel permit.

1. **Teams must check-in** at tournament headquarters no less than one hour prior to their first match. At check-in, teams must provide their applicable paperwork detailed in the point above. If a team fails to check in prior to their first game and plays, they will forfeit that game. If a team fails to check in prior to its second game and plays, they will forfeit the remaining tournament games.
2. **Player cards are not required** for players printed on the official club roster of all 4v4 & 7v7 teams the official club roster provides proof of registration and date of birth. Player cards are only required for guest players that are not printed on the official signed roster. Guest players only allowed in the 9v9 games.
3. Following the completion of check-in, no roster amendments of any kind will be accepted for the duration of the tournament and all jersey numbers on the roster must match the corresponding players on the field.
4. Maximum roster sizes for each team are as follows:

U-8 (4v4) - 8

U-9 & U-10 (7v7) – 14
U-11 & U-12 (9v9) – 16
This is the maximum number of players allowable on a team’s roster. Teams must have a minimum of the number of players on the field for that age group. Non-active players may sit on the bench if they are in the team’s opposite uniform or obvious non-playing/street clothes.

1. **Guest players** are permitted only in 9v9 age groups, if they are either on the official club roster OR if an official player card that matches the player written on to the roster submitted at check-in. The maximum number of guest players is three per team. Any teams with players exceeding age group restrictions will forfeit each game that player participates in.
2. No player may participate on more than one team playing in the tournament.
3. All teams will play a minimum of three matches**, unless otherwise limited by unforeseen circumstances.**
4. For all matches, the home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game. Home teams will wear light color jerseys, visiting team dark color.
5. All forfeits are recorded as 4 – 0, with maximum points being awarded to the team receiving the forfeit victory.
6. A point system shall be employed to determine the order of finish in group play, as follows:
(3) points for a win
(1) points for a draw
(0) point for a loss

The team with the most points in group play will be the winner of the group; the rest of the teams shall finish in the order of most points

1. In the event of a tie in points after group play, the following tiebreakers shall be used:
a. A head-to-head winner
2. Goal Differential (maximum of +/- 4 per game)
3. Goals Against (maximum of 4 per game)
4. Goals For (maximum of 4 per game)
5. Coin Toss or Penalty Kicks\*

\*Depending on timing and teams’ circumstances at the time of the tiebreaker. If penalty kicks are possible and agreed to, they will occur before the semifinal or final are announced.

If there is a three-way tie, the tiebreakers shall be followed, starting at #2, until one team advances or is eliminated. Then, the tiebreaker will be started again at #1 for the two remaining teams.

1. No Heading – *Heading is only allowed in U12 Age Group*. In all other Divisions if a player deliberately heads the balls the opposing team will be given an indirect free kick at the spot of the infraction. Build out line will be in effect (no build out line for U11 & U12 Brackets) For goal kicks, the opposition can enter the build out area as soon as the ball leaves the penalty box
2. Offsides is enforced at the build out line for all 7V7 groups
3. The duration of matches shall be as follows

4V4 - (4) Ten-minute quarters.
7V7 - (2) Twenty-five – minute halves

9V9 - (2) Thirty-minute halves

**If the two teams come out of the same bracket of group play for the semi-finals, the Tournament Committee can switch the team to be able to play another team in the semi-finals. In group play and consolation matches, a draw shall stand as played. In the semi-finals and finals, matches that end in a draw shall be decided by penalty kicks. No Overtimes.**

1. Substitutions are unlimited and are allowed during any dead ball at the referee’s discretion.
2. If a player is **sent off (red card or two yellow cards)** during a match, that player will be suspended for the remainder of that match and the following match, at a minimum. If the offense is of a serious nature, the Judicial Committee reserves the right to impose a longer suspension. All cards and their accompanying referee misconduct reports will be reported to the proper governing organization.
3. **All games are FINAL**. No protests are accepted and the decision on the field is final. We will not review or consider any video evidence to contest any on-field decision.
4. Coaches are held strictly accountable for the conduct of their teams. Abusive behavior toward the referee, opponents or tournament staff will not be tolerated. Such misconduct and breaches of sportsmanship may result in immediate dismissal of the parties in question.
5. In the event of **inclement weather**, the Tournament Committee reserves the right to amend, shorten, and/or cancel scheduled games due to unforeseen and uncontrollable circumstances. If inclement weather causes a lengthy delay, any games that have begun their second half will be considered final.
6. Neither the Tournament Committee, nor the Arkansas Comets Club are responsible for games canceled because of inclement weather or adverse field conditions. Such cancellations are for the safety of the players and referees and Club is not responsible for any expenses incurred by tournament participants.

**Complex Rules**

* Pets are not permitted at the Complex, except for designated service animals
* There will be a $10 charge for parking for the weekend
* No parking on the grass, parking is only allowed in designated areas
* No Alcoholic beverages at this event