



2019 Kessler Cup Tournament RULES AND REGULATIONS



LAWS OF THE GAME: Except as modified by these Rules, all games will be played in accordance with the laws of the game observed by USYSA/FIFA. ***Running clock - no clock stoppage due to injury.**

AGE:

- U17 - December 31, 2003 and younger
- U16 - December 31, 2004 and younger
- U15 - December 31, 2005 and younger
- U14 - December 31, 2006 and younger
- U13 - December 31, 2007 and younger
- U12 - December 31, 2008 and younger
- U11 - December 31, 2009 and younger
- U10 - December 31, 2010 and younger
- U9 - December 31, 2011 and younger
- U8 - December 31, 2012 and younger

TEAM REGISTRATION AND CHECK-IN:

Team registration should be completed through the online system at www.fayetteville-ar.gov/recreation and www.gotsoccer.com. We must receive all team registration fees before bracketing. Team check in for the tournament will be in-person. We will have a Friday evening check-in option and a Saturday morning check-in option. There is no online team check in for the Kessler Cup.

ELIGIBILITY & "DAY OF" REGISTRATION CHECK-IN:

All teams must bring an organized tournament binder. Items you will need for check-in are listed below:

- (i) **Team must be currently registered with its local USSF/USYSA/US Club organization**, and may have no more than 8 players for U8, 14 players for U9-U10, 16 players for U11-U12, and 22 players for U13-U17. *Please check-in ALL your players for the tournament. No late check-ins.
- (ii) **Permission to Travel:** Out of state teams must have the "Permission to Travel" form authorized by their governing organization and presented at registration if required by home state rules. US Club Soccer teams do not require a travel permit.
- (iii) **Official Roster and Player Passes:** Each team must have a state approved roster. Teams must have a signed, laminated USSF/USYSA/US Club player registration card with picture for each player, which will be checked against the rosters; player cards must be retained in the possession of the coach at all times. Tournament officials and referees can and will ask for player ID's during the tournament for verification.
- (iv) **Guest Player Passes:** Each team is allowed three (3) guests, and any guest player must have a completed guest player form and his/her player card.
- (v) **Medical Release forms:** Medical release forms will be checked. USYSA requires that these forms must be in the possession of the coach/team manager at all games. Forms available at www.arkansassoccer.org.
- (vi) **Birth Certificate:** Not required for check-in, but must be available during the tournament if asked to show player proof of age.
- (vii) Dual rostered players are allowed as long as they are participating in two different age groups, which should be noted at the time of check-in. If a player is found to be playing on more than one team in a particular age group, all games played by both teams will be considered a forfeit.

No pets, no alcohol, no drugs, and no firearms are allowed at the fields or complex.

GAME LENGTH, BALL SIZE, OVERTIME PERIODS:

<u>AGE DIV.</u>	<u>BALL SIZE</u>	<u>PREL.</u>	<u>FINAL</u>	<u>FINAL O/T</u>
U-8 (4v4)	#3	3 X 15	3 X 15	2 X 3 min*
U-9/10 (7v7)	#4	2 X 25	2 X 25	2 X 5 min*
U-11/12 (9v9)	#4	2 X 30	2 X 30	2 X 5 min*
U-13 (11v11)	#5	2 X 30	2 X 30	2 X 10 min*
U-14/15/16/17	#5	2 X 35	2 X 35	2 X 10 min*

TEAM STANDINGS AND TIE BREAKERS: Teams will be awarded points as follows:

WIN – 3 POINTS

TIE – 1 POINT

LOSS – 0 POINTS

There is no overtime for preliminary games.

*** For semi-final and final games that are tied after regulation time overtime will be played using “golden” goal. See below for further information on tie-breaker rules for semi-final and final games.**

Tie breakers for preliminary round standings listed in priority:

1. Winner of head to head competition.
2. Goal differential – goals scored minus goals allowed (maximum of +3 or -3 per game).
 - a. Example: 5-1 win = +4 goals but maximum allowed is =3, therefore goal differential is +3.
 - b. 2-7 loss = -5 goals but maximum allowed is -3, therefore goal differential is -3.
3. Most wins
4. Goals for
5. Goals against
6. FIFA kicks from penalty mark in accord with the rules set forth herein.

*In the event of a 3 way tie in preliminary round games, the tie breakers will be followed in order until the team, or teams, to advance is determined. After the first team to advance is determined the remaining teams will continue through the tie breaker rules, from that rule forward, until the next team to advance is determined (i.e.: the two remaining teams will not return to rule number 1 to determine the outcome).

Tie-breakers for semi-final and final games:

1. If a game is tied after regulation, overtime will begin and the outcome will be determined using “golden goal”. Two overtime periods will be played if neither team scores.
2. If still tied after two overtime periods, FIFA penalty mark procedures will be used.
3. Only players on the field of play at the end of the overtime may participate in the taking of the penalty kicks.

Awards:

Trophies will be presented immediately after the final game at the tournament headquarters. Champion and Finalist team will each receive a trophy. First and second place team members will receive a Medal.

No pets, no alcohol, no drugs, and no firearms are allowed at the fields or complex.

U8 RULES:

No offsides

U9/U10 RULES:

No Punting: Goal Keepers are not allowed to punt the ball. This includes drop kicking or bouncing the ball and kicking it. If the keeper puts the ball on the ground to kick it themselves, players can immediately press the keeper. Violation of the rule will result in an indirect free kick from the spot of the foul.

U11 RULES:

No Heading: An indirect free kick will be awarded to the team who did not head the ball. If the ball is headed by the team in their own penalty box, the ball will be moved right outside the penalty box for an indirect free kick.

PROTEST: All decisions of tournament officials are final; no further protests are allowed.

PLAYING CONDITIONS: The playing conditions of the fields at Kessler Mountain Regional Park is determined solely by the staff of the City of Fayetteville Parks & Rec Department and communicated to the FC Arkansas club in the event of inclement weather. The Tournament Committee reserves the right to shorten games, reschedule games, or end the tournament in the event of inclement weather. In the event the Tournament is terminated due to weather, the Tournament Committee may or may not determine winners based on number of completed games. Refunds are not available.

UNIFORMS: Players must wear numbers on backs of their jerseys. Each player will have a different number that shall coincide with number on the roster. Visiting teams are encouraged to wear their darkest jersey color and the home team is encouraged to wear their lightest jersey color. In the event team jerseys are the same, or similar color, the visiting team (listed second on the schedule) will change colors. All players' equipment is subject to referee approval. Shin guards are required and must be worn by every player.

CONDUCT OF PLAYERS, COACHES AND FANS:

We encourage you to support your teams in a positive manner.

All players and coaches for each team will occupy the same side of the field and spectators will occupy the opposite side. Noisemakers will not be allowed at the fields. Consumption of alcoholic beverages on Tournament fields or facilities will not be allowed. No pets will be allowed at the tournament fields or facilities. Unmanageable behavior will not be tolerated from players, spectators, parents, or team officials. Offenders will be removed from playing area and banned from participation in any manner for remainder of Tournament. Physical attacks on any official will result in the forfeit of all games played, or to be played, as well as forfeit of all Tournament fees. It will be the policy of the Tournament Committee to attempt prosecution of any party physically attacking any official.

- Players, coaches, and all spectators will not engage in any kind of unsportsmanlike conduct with an official, coach, or players.
- Players, coaches, and all spectators will respect the officials and their authority during games and will not question, discuss, or confront an official or referee.
- Spectators will not confront any coach at the game field.
- Spectators will refrain from coaching the players on the field.

No pets, no alcohol, no drugs, and no firearms are allowed at the fields or complex.

TEAM DISCIPLINE: Any player receiving two yellow cards or a red card during a game will be ejected. Ejected players must remove themselves from playing area and are banned from playing next scheduled tournament game. Player card(s) can be picked up at the Tournament Headquarters at the conclusion of the Team's next game. It is the responsibility of coach to retrieve player card.

1. **SUBSTITUTIONS** – Substitutions are unlimited and may be made at the following time, with referee's permission:
 - (i) After a goal by either team;
 - (ii) Before a goal kick by either team;
 - (iii) On throw-ins for team in possession of ball;
 - (iv) In the event of injury by either team;
 - (v) A cautioned/yellow-carded player may be substituted before restart of play;
 - (vi) A red-carded/ejected player may not be substituted.

GAME REPORT: Game reports should be signed by referee and coach or official from the winning team.

FORFEITED GAMES: A team will be allowed a 10 minute grace period from the scheduled start time before the game is awarded to the opponent. A minimum of 7 players constitutes a team when 11 constitute a full team. A minimum of 5 players constitutes a team when 9 players constitute a team. A minimum of 4 players constitutes a team when 7 players constitute a team. A minimum of 3 players constitutes a team when 4 players constitute a team. In the event a team forfeits a game, its opponent will be awarded a win with a score of 3-0 and given 3 points. Any team quitting the field of play before the conclusion of game is automatically disqualified from the tournament. Any team causing abandonment will be declared the loser with a 0-3 score. When the situation causing abandonment is such that the tournament officials cannot assign responsibility, both teams shall forfeit with no goals scored and a double loss declared.

INCLEMENT WEATHER:

1. Game in progress (not resumed): Any games stopped/canceled during the game and not resumed will be considered final if weather does not allow for resuming the game inside of the scheduled game time. This is regardless of the length of time that the game had been played.
2. Game not started: If conditions prevent a game from being played at all, the game will be listed as a 1-1 tie, and both teams will be awarded one point.
3. Game in progress (resumed): If a game can be restarted during its allotted game time, it will be shortened to ensure that the next game starts on time. Even if this means the two halves may be of different lengths.

Notes: In the event that final games are canceled, the division winner will be determined in accordance with the "vkdtdcngt'twq"*rqlpw"3/8"rkvgf "cdqyg-0K'ukn'vgf ."eq/ej co r kqpu'y kn'dg"f gencrgf 0In 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 canceled before started, a 50% refund of registration fees 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 registration payment.

TOURNAMENT COMMITTEE: City of Fayetteville, its Board Members and Tournament Committee are not responsible for any expenses or obligations incurred by any team if the tournament is canceled in whole or in part. The Tournament Committee's interpretation of the foregoing rules and regulations is final. The Tournament Committee reserves the right to decide all matters pertaining to the Tournament. No refunds will be made after the lists of accepted teams are posted.

No pets, no alcohol, no drugs, and no firearms are allowed at the fields or complex.