



Kick for the Cure - Rules
F.I.F.A. rules of play apply with the following exceptions

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 USASA/FIFA.

SLIDE TACKLING WILL NOT BE ALLOWED IN THE OVER 30 AND RECREATIONAL DIVISIONS.

ELIGIBILITY: All teams must be currently registered with their state association. Teams not affiliated with the Arkansas State Soccer Association must provide a travel permit with an official roster from their state association. All players must be USASA/USSSA registered and must have a current laminated player ID card. Rosters are limited to 14 players and no player may play for more than one team. All players in the Over 30 division must be 30 years of age or older by April 4, 2010.

GAME LENGTH, BALL SIZE, OVERTIME PERIODS:

<u>AGE</u>	<u>BALL SIZE</u>	<u>GAME LENGTH</u>	<u>FINAL/OT</u>
Adult	5	2x25	2x10

There is no overtime for preliminary games.

- For 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 final games.

TEAM STANDINGS: Teams will be awarded points as follows using the 10 point system:

WIN = 6 points

TIE = 3 points

LOSS = 0 points

SHUTOUT = 1 point

GOALS = 1 point up to first 3 goals scored

PLAYING CONDITIONS: The playing conditions of the fields at the Burns Park Soccer Complex is determined solely by the staff of the North Little Rock Parks and Recreation

Department and will be communicated to the Kick for the Cure Tournament Staff 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. Preliminary games terminated after the start of the second half due to weather shall stand. 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 shirts. Each player will have a different number that shall coincide with number on the roster. Each team must have two different colors of shirts. In the event team jerseys are the same or similar color, the home team (listed first on 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: All players and coaches for each team will occupy the same side of the field and spectators will occupy the opposite side, if possible. Noisemakers will not be allowed at the fields. Consumption of alcoholic beverages on Tournament fields or facilities will not be allowed. 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.

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. Any player receiving two red cards will be suspended from the remainder of the tournament. Any player ejected for fighting, joining a fight or abuse and/or assault of a referee will be suspended for the remainder of the tournament. 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 or manager to retrieve player card.

1. **SUBSTITUTIONS** – Substitutions are unlimited and may be made at any dead ball situation (i.e. goal kicks, corner kicks, throw ins, etc), WITH the referee's permission.

GAME CARDS: Game cards 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 5 players constitutes a team in 7 v 7 games. In the event a team forfeits a game, its opponent will be awarded a win with a score of 3-0 and given 10 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.

Due to the unusual situation with a 14 team bracket, crossover games WILL count in the preliminary games played in the Men's/Co-ed recreational bracket.

Tie breakers for preliminary round standings listed in priority:

1. Head to head competition.
2. Goal differential – goals scored minus goals allowed (maximum of +3 or -3 per game).
Example: 5-1 win = +4 goals but maximum allowed is =3, therefore goal differential is +3.
2-7 loss = -5 goals but maximum allowed is -3, therefore goal differential is -3.
3. Least goals allowed.
4. Team with most shut-outs (0-0 tie is not considered a shut-out).
5. 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 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.

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

TOURNAMENT COMMITTEE: ARKANSAS RUSH SOCCER CLUB, 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.