

POINT SYSTEM

ROUND-PLAY POINTS

All preliminary round games count when assessing Round Play Points (including cross-over games).

- A. Three (3) points for a win B. One (1) point for a tie C. Zero (0) points for a loss

Teams with the most Round Play Points in their division advance to single elimination play (Quarter-Finals, Semi-Finals or Finals).

TIE BREAKERS - In case of a tie in Round Play Points, the following tiebreakers will be used:

1. **HEAD TO HEAD** - Winner of head to head competition advances.
2. **GOAL DIFFERENCE** - Goals scored minus Goals allowed to a maximum of three (3) goal difference per game, positive (+) or negative (-). Highest Goal Difference advances.
3. **GOAL POINTS** - One (1) point for each goal scored - to a maximum of a three (3) goal difference per game. Goals Points are awarded to winning teams only. Highest Goal Points advances.
4. **TOTAL GOAL POINTS** - One (1) point for each goal scored - to a maximum of three (3) per game. Total Goals Points are awarded to in ALL games. Highest Total Goal Points advances.
5. **FEWEST GOALS ALLOWED**
6. **ADJUSTED GOAL RATIO** - Total goals scored divided by goals allowed after adjusting for goal difference to three (3). Example:

<u>Team A</u>	Actual Score	Adjusted Score	<u>Team B</u>	Actual Score	Adjusted Score
	6 - 2	5 - 2		6 - 2	5 - 2
	5 - 2	5 - 2		6 - 2	5 - 2
	2 - 8	<u>2 - 5</u>		1 - 5	<u>1 - 4</u>
	TOTALS	12 - 9		TOTALS	11 - 8

Team A - AGR = 12 divided by 9 = 1.33

Team B - AGR = 11 divided by 8 = 1.375

The team with the lowest AGR will advance because this insures that the team with the most goals scored will advance over a team with fewer goals scored. Therefore, Team A advances in this scenario.

7. Mini game, penalty kicks, coin toss, depending on circumstances. The choice is at the discretion of the Tournament Directors.

Tie breaking methods are designed to discourage teams from running up the score.

A wildcard team will not be assigned to play the winner of its own sub-division in single elimination play.

Please note: Each position, either within a division or between divisions, will be determined separately. For example where 3 teams within a division are tied on game points and all 3 beat each other and the fourth place team during round play then the team with the most bonus points will advance as division winner. If a second team advances from round play out of that division then the tie breaking sequence will begin again and head to head competition between just those two teams will be the second tie breaker. All division winners will automatically advance to elimination round play.

LITTLE ROCK SUPERCLUBS

TOURNAMENT RULES

SEEDING - No third place teams from round play will advance to single elimination games. Seeding for elimination rounds will be based upon game points & tie-breakers (above). Division winners will be given no preference when seeding i.e. a division winner with 6 game points will be seeded behind a division runner up with 7 game points.

For elimination round seeding purposes. Teams will not play against another team from their group in the first elimination round. The lower of the two seeds affected will rotate with the next lowest seed. Where the lower of the two seeds is the bottom seed that team will be rotated with the seeded team immediately above them. I.E. In a 16 team division, advancing teams seeded #2 and #7 will play in the elimination round. However, if they have already played in round play team #7 will rotate with team #8. However, where advancing teams seeded #1 and #8 are scheduled to play in the elimination round and they have already played in round play team #8 will rotate upward with team #7. After seeding has occurred there will be a further rotation of teams if teams from the same metropolitan area or metro area league are due to play each other. Here the lowest seed of the two teams involved will rotate downwards in the seeding. If this creates a situation where two teams who have already played are scheduled to play again, then the lowest seed will rotate downwards again. Where the conflict can not be resolved without creating a situation where either the same teams who have already played in round play meet again, or two teams from the same metro area or metro league play each other, then the teams from the same metro area or league will have to play against each other.

Please note: Teams will not be rotated if this forces the number 1 and number 2 seed to play each other in the single elimination rounds.

PLAYERS' UNIFORMS AND EQUIPMENT -

Teams must wear numbers on the back of their shirts. Each player shall have a different number. In the event team colors conflict, the designated home team (first on schedule) is responsible for changing. In semi-final and final games, the loser of a coin toss will change. Shin guards are mandatory equipment. "Slide shorts" can be worn. Players wearing casts will be allowed to play if the cast is sufficiently protected (padded). Knee braces and orthopedic appliances can be worn if all hard surfaces, hinges, and edges are appropriately padded. All players' equipment is subject to Referee approval.

FORFEITED GAMES - Any team quitting and/or leaving the field of play prior to the conclusion of a game shall forfeit the game. Teams will be allowed a ten (10) minute grace period from the scheduled

kickoff time before they forfeit a game. The watch of the Head Referee is the official time.

Forfeit - The team receiving a forfeit will be awarded the normal points for a win. If a team forfeits all of its games, each team in the bracket will receive a score that is the average of their goals scored minus average goals conceded in their other round games. Where single game forfeits are concerned then the team receiving the forfeit shall receive a score that will be an average of the goals scored for and against by the forfeiting team in games played.

PROTESTS - No protest on judgment calls will be upheld. Protests can only be made by the designated coach/manager within 30 minutes of the completion of the game. A protest must be in writing and be submitted with \$100 cash or a money order to a member of the Tournament Protest Committee. All protests will be ruled upon prior to the next scheduled game that would be affected by such a ruling. The Tournament Protest Committee is made up of the Tournament Directors, and Referee Assignor. The protest fee is not refundable if the protest is not upheld.

LENGTH OF GAMES - (including semi-finals and finals)

AGE	FORMAT	ROSTER SIZE	GAME TIME	HALF TIME
U8 - U10	6V6	18 PLAYERS	2 X 25 min halves	NO MORE THAN five (5) minutes
U10-U12	8V8	18 PLAYERS	2 X 30 min halves	NO MORE THAN five (5) minutes
U12 – U14	11V11	18 PLAYERS	2 X 35 min halves	NO MORE THAN five (5) minutes
U15	11V11	18 PLAYERS	2 X 40 min halves	NO MORE THAN five (5) minutes
U16 – U19	11V11	22 PLAYERS *	2 X 40 min halves	NO MORE THAN five (5) minutes

*For the U16 through U19 age groups, only 18 players can participate per game so teams will need to provide a lineup for each game.

Overtime will only be played in quarter, semi-final and final games. Overtime will be two (2) five (5) minute periods.

OVERTIME MODIFICATIONS – ELIMINATION ROUNDS ONLY

Please note: reduced player overtime modifications will be used to provide a fairer and more positive way of tie breaking. The reduced player overtime has been used with great success in the National Indoor Championship. The time has come to test a better way of deciding ties. Your feedback is welcomed.

1. Overtime will be sudden death, (“Golden Goal”).
2. Each team will play with only seven players on the field for 11v11 format, 5 players for 8v8, and 4 players 6v6. Ejections will reduce the number of players on the field as normal and the game will proceed unless one team is reduced to four players as a result of referee ejection. In this case the team with only four players forfeits.
3. If teams remain even at the end of overtime the game will be decided by F.I.F.A. style penalty using only the players remaining on the field at the end of overtime.

The Tournament Director reserves the right to shorten game times in order to keep the tournament on schedule. In the event of inclement weather, the Tournament Committee shall have the authority to change the above format as follows: (1) Relocate and/or reschedule any games. (2) Shorten game times. (3) Cancel any games in the preliminary rounds that have no bearing on group winners, (4) Modify rules for tie breakers in case all games are not played in full.

REFUNDS/CANCELLATION - Teams not accepted will receive a full refund. Teams that withdraw after the entry deadline forfeit their entry fee. If tournament is canceled due to inclement weather, other acts of God or other factors beyond the tournaments control, all but \$300 will be refunded. After the tournament starts, if games are cancelled or shortened due to inclement weather, other acts of God or other factors beyond the tournament’s control, there shall be no refunds of entry fees.*

ROSTER & PLAYER PASSES - Each team must have a USYSA, US Club Soccer or other affiliate player passes and an official state or US Club roster. All players must be USYSA, US Club Soccer or registered with another affiliate member and have current player passes (laminated, with pictures). All guest players must have a Guest Player Loan Form if required to obtain one by their state or national association. The number of guest players is limited to 5 as specified on the Application To Host A Tournament Form. All players must be registered and have current player passes from their governing body. Passes will be checked at check-in and before each game. All rosters are frozen at the beginning of the first game. No players can be added afterwards.

U10 SUPPLEMENTAL RULES – Six (6) or eight (8) players on the field (including the goalie), depending on the division and state. All other rules apply.

U11 & U12 SUPPLEMENTAL RULES – Eight (8) or eleven (11) players on the field (including the goalie), depending on the divisions and state. All other rules apply.

SUBSTITUTION - Free substitution permitted by US Soccer rules and with the referee’s permission.

RED CARDS - Ejected Players/Coaches will serve a minimum one game suspension. Tournament officials reserve the right to extend the disqualification, (during the tournament only), based upon the nature of the offense and US Soccer guidelines. The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by the host organization and also reported immediately to the home state association and the home club/league except that all matters involving referee assault (or abuse) shall, in accordance with USSF Rule 3042, be referred immediately to the host state association. The home state association and the home club/league shall, except in the case of referee assault have the responsibility for imposing, should circumstances warrant, additional sanctions within their respective jurisdictions with regard to any matters arising from the tournament.

NO ALCOHOLIC BEVERAGES, OR ILLEGAL DRUGS ARE PERMITTED OR MAY BE CONSUMED AT ANY TIME AT THE BURNS PARK SOCCER COMPLEX.

SUPERCLUBS NORTH AMERICA, SOCCER EXCELLENCE INC., USSSA, BURNS PARK, TOURNAMENT SPONSORS OR ANY AUTHORIZED REPRESENTATIVE, AGENT OR EMPLOYEE OF THESE SHALL NOT BE RESPONSIBLE FOR ANY EXPENSE INCURRED BY ANY TEAM IF THE EVENT IS CANCELED IN WHOLE OR IN PART OR FOR ANY LIABILITY IN CONNECTION WITH THE TOURNAMENT FOR PERSONAL INJURY OR PROPERTY LOSS IN CONNECTION WITH TRAVELING TO, PARTICIPATING IN, OR TRAVELING FROM THE TOURNAMENT. EACH TEAM, PLAYER, COACH OR FAN SHALL PARTICIPATE AT HIS OR HER OWN RISK. THE DIRECTOR'S OR COMMITTEE'S INTERPRETATION OF THE FOREGOING RULES AND REGULATIONS AS APPLIED TO ANY SITUATION SHALL BE FINAL.