

FCSA DAY OF CHAMPIONS 2010

Tournament Rules

Revision Date 05/12/2009

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I. Rosters – Tournament Entry Requirements

This tournament is open to FCSA recreational club teams only. One team per four teams (or part of) may be entered from each age division from each FCSA Club. All other applicants will be considered as wildcards, as availability allows. There is an entry fee of \$125 per team and \$100 performance bond per team (U6 - \$75 entry fee). Only cashier checks, money orders or Club checks will be accepted from the club for entry fees. Personal Checks made out to FCSA will be accepted for performance bonds. Bonds will be held in the FCSA office until the tournament is over and then will be destroyed. Clubs must submit for each team: 1) official Spring 2009 stamped, signed and dated roster, 2) completed application form, 3) all applicable fees and 4) Performance Bond Checks, **on or before the deadline of April 30, 2010**. Applications received after the deadline will be placed on a waiting list. Rosters are frozen as of 4/01/09. Age division of team is determined by oldest birth date on roster. Teams must provide official rosters at or before check-in. Academy teams must supply an FCSA approved academy roster. Academy rosters are frozen as of April 1st. Failure to provide required fees and rosters will result in forfeitures. ***Any team that does not play all scheduled matches will forfeit their performance bond.*** Any team that drops out of the tournament after the deadline will forfeit their entry and bond fees. Teams must be available to play any time on any day of the tournament. **Every player on the roster shall be invited to play in the Day of Champions Tournament.** Rosters may not have more than the allowed number of players (see rule IV) unless approved by the FCSA Tournament Director. Teams will play in their true age division, regardless of where they play in the league. This tournament does not have gold and silver divisions. The intent is to determine the "champion team" in each age division within FCSA.

NO GUEST PLAYERS ARE ALLOWED IN THIS RECREATIONAL TOURNAMENT.

II. Schedules & Referee Fee Payment Scale

- A. Coaches or team representatives **MUST** check in with their official Spring 2010 signed, stamped and dated roster. No names or birth dates may be handwritten on the roster. Official player passes must be available at check-in and during each game for all traveling recreational teams. Check-in times and location will be posted on the website.
- B. Coaches are required to check posted game times on the website and at check in for revisions in the schedule. (If revisions have been made, we will make every attempt possible to notify coaches in advance).
- C. The first team listed on the schedule will be the home team. The second team will be the visitor.
- D. The home team will be assigned to the north or west side of the field or according to the host venue set up.
- E. Referee fee payments are to be made by each coach, in correct cash, to the center referee prior to the start of each match.

Referee Pay Scale (per team, per game).

Must be paid in exact cash at the start of each game. Do Not Ask Referees to make change.

Division	Mini-Game Fee	Championship Game Fee
Under 6 (one center ref)	\$5	No Championship Game
Under 7/8 (one center ref)	\$6	\$8
Under 9/10 & Academy 9/10 (one center ref)	\$8	\$10
Under 12	\$28	\$30
Under 14	\$30	\$32
Under 16	\$36	\$38
Under 19	\$40	\$44

III. Uniforms – Tournament Requirements

- A. Teams will be required to have alternate jerseys or t-shirts available. Numbers will be required on all jerseys or t-shirts (a **different** number for each player). The home team will be required to change jerseys or t-shirts if a color conflict occurs.
- B. All players will be required to wear shin guards.
- C. For safety reasons, players will not be allowed to wear jewelry of any kind.

IV. Participants – Minimum and Maximum Number of Players

Division	Maximum	Minimum	Max. Roster Size
Under 6 (3v3 – no keeper)	3	2	none
Under 7/8 (4v4 - no keeper)	4	3	8
Under 9/10 (6v6 – no off-sides)	6	4	12
Academy 9/10 (8v8 no off-sides)	8	5	14
Under 12 (8v8)	8	5	14
Under 14	11	7	18
Under 16	11	7	18
Under 19	11	7	18

COACHES ARE REQUIRED TO PLAY EACH PLAYER AT LEAST ONE HALF OF EACH GAME.

Failure to play any child at least half of any game will result in the coach being suspended and the team forfeiting that game.

V. Games – Duration

- A. Preliminary games, quarterfinal games and semi-final games are mini games. **Championship games are full length.**
- B. U6 will play 3v3 with no goalkeeper. This division will be played as a festival. No points will be scored and participation awards will be given to all players.
- C. U7/U8 will play 4v4 with no goalkeeper.
- D. U9/U10 will play 6v6 (including goalkeeper).
- E. Academy U9/U10 (no U8 Academy allowed) will play 8v8.
- F. U12 will play 8v8.
- G. U13+ will play 11v11.
- H. Academy and U12+ will use offsides and 3 referees.
- I. Length of games:

Division	Mini Games	Championship Games
Under 6	8 Minute Quarters	No Championship Games
Under 7/8	20 Minute Halves	20 Minute Halves
Under 9/10	20 Minute Halves	25 Minute Halves
Academy 9/10	20 Minute Halves	25 Minute Halves
Under 12	25 Minute Halves	30 Minute Halves
Under 14	30 Minute Halves	35 Minute Halves
Under 16	30 Minute Halves	40 Minute Halves
Under 19	30 Minute Halves	45 Minute Halves

- J. If a quarterfinal, semifinal, or championship game ends in a tie, there will be two (2) complete overtime periods of five (5) minutes each. **Golden goal does not apply.** If at the end of the second overtime a winner has not been determined, then a shootout will occur with FIFA kicks taken from the Penalty Spot.
- K. If an Under 8 quarterfinal, semifinal, or championship game should be tied at the end of overtime, FIFA kicks will be taken 14 yards from the goal line with no keeper.
- L. A game will be declared a forfeit if a team is not ready to play at the designated time of the mini games and within 5 minutes of the championship game.
- M. At half time, teams must be ready to resume play within five (5) minutes of the referee’s designation.
- N. A game will be considered complete if terminated by the officiating referee any time in the second half of play. Possible reasons for terminating a match would be inclement weather or disciplinary problems during the match (See Section VIII.)
- O. If the referee assigned to your game does not show, report immediately to the referee assignor. If one or both assistant referees are not available for a match, one or both teams will be required to provide a club linesman for the match.
- P. Coaches will be required to sign or print his/her name legibly on the referee game report after the game. Be sure the score is correct before signing. If the posted score is different from the actual game result, contact the tournament site director **immediately.**

VI. Scoring System and Ball Sizes

- A. The following 9-point system will be used in this tournament:
- 6 points for a win
 - 3 points for a tie
 - 1 point for each goal (up to a maximum of 3)
 - 0 points for a loss
- B. A game forfeit will be recorded as a 3-0 win. A team that forfeits a game will not be allowed to advance in tournament play and the team performance bond will be forfeited.
- C. One point will be deducted for each red card received on a team. The point will be deducted from the team's tournament point standing.
- D. If a match has been terminated because of disciplinary problems by a team, the offending team will receive zero points for that match and will be subject to removal from the tournament. The opposing team will receive a 3-0 forfeit.
- E. Teams will be divided into brackets in each division. **The team with the highest total points within their bracket will advance.** In the first round of the quarter-finals/semi-finals, if the predetermined pairings result in two opponents from the same bracket, the pairings will be realigned. If the wildcard comes from the A bracket, then the wildcard will play winner B instead of winner A.
- F. In divisions consisting of non-standard number of teams, the preliminary rounds will consist of 2 games per team and will be re-seeded based on the results of the preliminary rounds. Some teams will be eliminated after 2 games and will play a consolation 3rd game. Remaining teams will begin the single elimination knock out stages at that point.
- G. The Quarter-Final game containing the highest seeded team (High Points #1) or Highest Division(Division A) will be considered Quarter-Final #1. Quarter Final #2 will have 2nd highest, etc.
- H. The Semi-Final game containing the Bracket "A" winner will be considered Semi-Final #1. In the instance where there is no Bracket "A" winner in a semi-Final, the game featuring the highest seeded team will be considered Semi-Final #1.
- I. If two teams or more are tied with the same point totals **after preliminary games are played**, then the following tie-breaker procedures will be used to determine the team that will advance.

Tie Breaker Procedures

1. Head to head, winner advances.
2. Team with the highest goal differential advances (maximum of 3 goals per game).
3. Team with the fewest goals allowed advances (maximum of 3 goals per game).
4. Team with the most goals scored advances (maximum of 3 goals per game).
5. Team with the most number of shut-outs advances.
6. If two or more teams are still tied, there will be penalty kicks taken by FIFA rules(exception for U8's. section V rule K). Winner advances. If three teams are tied, each team will be involved in 5-kick penalty kicks with each other team, with the team scoring the most total goals advancing. If after the 3 5-kick penalty kicks, the 3 teams remain tied, we will repeat this process starting with the remaining players yet to take kicks, then reverting back to the top of the player lists. If after this process 2 teams remain tied, we will restart the process from tiebreaker procedure #6

- J. Ball Sizes:

Division	Ball Size
Under 6	3
Under 7/8	3
Under 9/10	4
Under 12	4
Under 14 – Under 19	5

VII. Awards

FCSA will provide individual awards to players of the top two (2) finishing teams in each age division of the Day of Champions Tournament. The Champions of each division will have their team's name placed on their age division's trophy, which will be on display in the Frontier Country Soccer Association office. All players in the Under 6 age division will get participation awards.

VIII. Referees – Team Disciplinary Requirements

- A. **Referee decisions are final. No protests on referees decisions will be allowed.**
- B. A referee has complete authority before, during, and after each match. No dissent of his/her authority will be tolerated.
- C. Verbal or physical assaults on any referee will not be tolerated! **Oklahoma State law prohibits the assault of a referee (physical or verbal).** The law provides a **\$10,000 fine** against the individual committing the offense. Any individual assaulting a referee, coach, spectator or tournament officials(s) will be turned over to the proper authorities and charges will be filed. Referee assault shall be handled per USSF Rule 1108.
- D. A player or coach issued two cautions during a match will be required to sit out the next scheduled match.
- E. A player or coach who is ejected will be required to leave the match and report to the tournament director (or his designee) immediately and must sit out the next scheduled match. The tournament committee will review all red cards for possible further disciplinary action.
- F. If a player or coach that has been ejected from a previous match shows up for the next scheduled match, then that team will immediately forfeit their right to participate in the tournament and the team that they are scheduled to play will receive a forfeit.
- G. Coaches will be responsible for insuring that the conduct of their spectators does not become unruly. If a coach does not cooperate in controlling their team, then that team forfeits its right to participate in the tournament and will be immediately removed from further competition.
- H. Interference by coaches, players, or spectators not associated with the teams, which are on the field of play, will be grounds for removal from the tournament of the individual committing the offense.

IX. Weather

- A. In the event of severe weather, the tournament site coordinator shall have absolute authority to change the schedule, location, or duration of any game, and cancel any preliminary game not having a bearing on the outcome of the round.
- B. Tournament entry fees are nonrefundable in the event the tournament is cancelled or terminated due to severe weather.
- C. **There will be no rain-out date.**
- D. The FCSA Office Hotline number is 946-2228.

All decisions of the Tournament Director, Tournament Site Director(s) and/or Tournament Committee are **FINAL** in all matters. Any interpretations of the rules made by the tournament officials are also considered final. You may address any complaint in writing, and in person, to the Site Director during the tournament. You may mail a written complaint to Frontier Country Soccer Association at 1235 Sovereign Row, Suite C11 Oklahoma City, OK 73108 or e-mail to the Tournament Director, Brett Dobie at referee@nokcsoccer.com.

***Thank you for supporting the FCSA Day of Champions Tournament.
Proceeds go toward the FCSA College Scholarship Fund.***