

2010 Oklahoma Cup Invitational TOURNAMENT RULES

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I. ROSTERS AND TOURNAMENT ENTRY REQUIREMENTS

- A. Teams must be a member of USYS and submit a completed application along with an **official signed and stamped Fall 2010 club team roster** and tournament fees on or before the deadline stated on the application.
- B. Teams outside the state of Oklahoma must also submit the required United States Youth Soccer (USYS) approved travel papers approved by their respective state organizations, on or before the deadline.
- C. Tournament entry fees are not refundable in the event of a no-show. If a team withdraws from the tournament before the deadline, a refund may be given only if another team can be found as a replacement. Any team withdrawing after the tournament deadline will forfeit their tournament fee.
- D. Player passes and medical release forms, for each player, and guest player paperwork (if applicable) will be required at check-in. A maximum of three guest players are allowed. Guest player paperwork must be authorized by the player's home state association. No paperwork – no play. **Note: Academy Division is U9 & U10 only. Under 8 and below level teams cannot "play up". NO GUEST PLAYERS ALLOWED FOR ACADEMY DIVISION. Academy players must play at least 50% of each game.**
- E. Age divisions will be divided into gold and silver if more than sixteen teams are accepted in the age division.
- F. Teams must be available to play any time, any day during the tournament – no exceptions (out of town teams traveling more than one hour will not be scheduled on Friday evening).

II. SCHEDULES

- A. Attendance at the Friday night registration is **mandatory** by either the coach or a team representative with all applicable paperwork (see application).
- B. Coaches are required to check posted game times at registration for possible revisions in the schedule. (If revisions are made, we will make every attempt possible to notify teams in advance.)
- C. The first team listed on the schedule will be the home team and the second team the visitor.
- D. Spectators shall occupy the opposite side of the field from the teams (when possible). Players, coaches and managers are the only individuals allowed on the team sideline. Please leave your area clean after each game.
- E. In a division consisting of six (6) teams, after the first two games, teams will be reseeded, and the third game of the top 4 teams will be the semi-final. Highest points in "A" will play 2nd Highest points in "B." Highest points in "B" will play 2nd Highest points in "A." Lowest points will play lowest points in the consolation game. Winners of the semi-final games will advance.

III. UNIFORMS AND TOURNAMENT REQUIREMENTS

- A. Teams will be required to have alternate jerseys or t-shirts available. Numbers will be required on jerseys or t-shirts. The home team will be required to change jerseys and/or socks if a color conflict occurs.
- B. All players will be required to wear proper shin guards. **No mini shin guards!!!!**
- C. Players are not allowed to wear jewelry of any kind.

IV. PARTICIPANTS - MIN. & MAX. NUMBER OF PLAYERS

- A. U9 & U10 academy teams will be required to have at least 5 players on the field of play at all times during the match. U11 teams will be required to have at least 5 players on the field of play at all times during the match. All other age divisions will be required to have at least 7 players on the field. Maximum number of players on the field of play is 8 for U9/U10 academy, 8 for U11 and a maximum of 11 for all other age divisions.
- B. Failure to meet the minimum or maximum player requirements will result in forfeiture of the match by the team violating this rule.
- C. Maximum roster size is 14 players for U9/U10 academy division, 14 players for U11 age division and 18 players for all others.

V. GAMES - DURATION

- A. Length of games:

<u>Age Division</u>	<u>Preliminary Games</u> <i>Length of games</i>	<u>Semi-Final & Final Games</u> <i>Length of games</i>
U9/U10 Academy	20-minute halves	25-minute halves
Under 11	25-minute halves	30-minute halves
Under 12	30-minute halves	35-minute halves
Under 13	30-minute halves	35-minute halves
Under 14	30-minute halves	35-minute halves
Under 15	35-minute halves	40-minute halves
Under 16	35-minute halves	40-minute halves
Under 17	35-minute halves	45-minute halves
Under 18	35-minute halves	45-minute halves
Under 19	35-minute halves	45-minute halves

- B. Semifinal and final games are the only full-length games; all other games are mini-games. Some semifinal times may be modified.
- C. Semifinal or final games that end in a tie will play two (2) complete overtime periods of five (5) minutes each. Golden goal rule 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 from the penalty spot determining the winner.
- D. 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 ten (10) minutes of the full-length games.
- E. Teams must be ready to resume play within five (5) minutes of the referee's designation after half-time.
- F. A game will be considered complete if terminated by the officiating referee anytime in the second half of play. Possible reasons for calling a match would be for inclement weather or disciplinary problems during the match. (See section VIII.)
- G. If the referee assigned for your game does not show, report immediately to your site director. If one or both assistant referees are not available for a match, one or both teams will be required to provide an assistant referee for the game.
- H. Opposing coaches will be required to sign the referee's game report forms verifying scores and infractions that occurred during match play, immediately following each 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**.

V GAMES – DURATION (con’t)

I. If semifinals or finals are interrupted by inclement weather, we will go to kicks to determine a winner. If weather doesn't permit us to determine a winner by kicks, then we shall determine the winner by tie-breakers. If local teams are in the semifinals or finals and weather doesn't permit the play of games, we can schedule them at a convenient time. The out-of-town teams games will be determined by the criteria set above. In case of a final being disrupted by inclement weather and it's between in-state team and out-of-state team, we shall determine those teams co-champions and give out champion awards.

VI. SCORING SYSTEM & BALL SIZES

A. The following 10-point system will be used in this tournament:

- 6 points for a win
- 3 points for a tie
- 1 point for shut-out
- 1 point for each goal (maximum of 3)
- 0 point for a loss
- 1 point for each red card

(Note: for clarification a 0-0 tie is scored 4 pts a 1-1 tie is scored 4 pts)

B. Any forfeited game will be recorded as a 3-0 win. Teams that forfeit will not be allowed to advance in the tournament. If both teams forfeit, each team will receive "0" points.

C. One point will be deducted for each red card received on a team. The point will be deducted from the team's tournament points standing.

D. If a match has been terminated because of disciplinary problems, 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 to quarterfinal or semifinal play.** 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. If after preliminary play two teams are tied with the same total of points, the head to head game result between the two teams will determine the team that will advance to quarterfinal or semifinal play, with the winner advancing.

G. If after preliminary play more than two teams are tied with the same total of points, then the following tie-breaker procedures will be used to determine the which team will advance:

TIE-BREAKER AND WILD CARD TEAM CRITERIA:

1. Head to head, winner advances.
2. Team with the most number of shut-outs advances.
3. Team with the fewest goals allowed advances.
4. Team with the highest goal differential advances, with a maximum of 3.
5. Team with the fewest cautions advances (red card = 2 cautions).
6. Teams that are still tied will go to FIFA kicks. Winner advances.

H. The following ball sizes will be used with the respective divisions in this tournament:

<u>Division</u>	<u>Ball size</u>
U9/U10 Academy	#4
Under 11/12	#4
Under 13 - 14	#5
Under 15 & 16	#5
Under 17 - 19	#5

VII. AWARDS

A. Awards will be given to all players participating in the top two (2) finishing teams in each division. The top two finishing teams in each division will receive a team award.

VIII. REFEREES AND TEAM DISCIPLINE REQUIREMENTS

- A. Referee decisions are final. No protests will be allowed.
- B. The referee has complete authority of the match that they have been assigned. Their authority covers before, during, and after match play. No dissent of his/her authority will be tolerated during this tournament.
- C. State law prohibits the physical assault of a referee. The law provides a \$10,000 fine to the individual committing the offense. Any individual assaulting a referee, coach, spectator or tournament official(s) will be turned over to the proper authorities, and charges will be filed.
- D. Any player issued a red card will be required to sit out the next scheduled match and subject to further disciplinary action as determined by the tournament committee.
- E. A player issued two red cards during the tournament will be suspended for the remainder of the tournament.**
- F. Any coach ejected during a match will be suspended for the next scheduled game and subject to further disciplinary action as determined by the tournament committee. A coach who coaches more than one team will not be able to attend his/her team's next scheduled game. An ejected coach or player must leave the complex until their next scheduled match.
- G. Coaches will be responsible for ensuring that the conduct of their spectators does not become unruly. The excitement of tournament competition occasionally becomes intense in tight games. These games can sometimes spark words between spectators, players, and coaches. We will not allow this situation to occur in this tournament. If a coach fails to cooperate in stopping this situation as it occurs, then the tournament officials may remove the coach and/or team(s) involved in the incident from further participation in the tournament.

IX. WEATHER

- A. Rain or shine, the tournament will be played (unless weather, unsafe playing conditions and/or field conditions are a hazard to the safety of the players). In the event of severe weather and/or hazardous field conditions, the tournament director shall have absolute authority to change the schedule or location of any game, change the duration of any game including semifinals and finals, or cancel any preliminary games having no bearing on the outcome of the round. Should the tournament be cancelled or postponed due to weather or unsafe playing conditions, the tournament committee will advise the coaches of tournament rescheduling. There will be no refunds after the start of the tournament. The Tournament Director and/or Tournament Committee will have full authority to determine what severe weather, unsafe playing conditions and/or field conditions are.
- B. Tournament entry fees are not refundable in the event of a no-show. If a team withdraws from the tournament before the deadline, a refund may be given only if another team can be found as a replacement. Any team withdrawing after the tournament deadline will forfeit their tournament fee.
- C. If inclement weather occurs during the tournament, please contact the tournament site coordinator for rescheduling information. If he/she is unavailable, **contact the Frontier Country Soccer Association at 946-2228 for recorded information.**

All decisions of the Tournament Director, Tournament Site Director(s) and/or Tournament Committee are FINAL in all matters. You may address any complaint in writing and submit it to the Site Director during the tournament. You may mail or e-mail a written complaint to Frontier Country Soccer Association at the addresses below. Our tournament officials are available to assist coaches and teams at our fields if immediate assistance is needed.

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