

# Red Earth Invitational 2013 - Rules

Revised 2/26/13

This tournament will follow USYSA guidelines except as modified herein. All players and coaches must be registered with USYSA through their State Association. The proper State Rosters, Player Passes, Medical Waivers, Guest Player papers and Travel Permits will be required at registration. All disputes, outside the field of play, will be ruled upon by the Tournament Director, whose decisions shall be final. Protests must be put in writing and accompanied by a \$150.00 cash fee within one hour of the end of the game or incident you are protesting and must be made by the coach or team manager. Any applicable fee will be refunded if the protest is ruled in your favor.

- 1. TEAM ACCEPTANCE** - The tournament committee reserves the right to accept or reject any team application. Once accepted by the Tournament Committee, the application fee is non-refundable.
- 2. TEAM ELIGIBILITY** - This tournament shall be open to all teams comprised of properly registered youth organizations and are in good standing with USYSA state youth association. Teams not registered with the Oklahoma State Soccer Association (OSA) must provide travel permits at check-in.

Each team must provide the following at check-in (More check-in info listed below):

- Official State Roster
- Player Passes/cards
- Guest Player Loan forms (if applicable)
- Medical waivers
- Permission to Travel from State organization (if applicable)

### **3. ROSTER LIMITATIONS –**

Academy (8v8)	14 - governed by OSA and state guidelines
U11 (8v8)	14 – guest player information below
U12-U19 (11v11)	18 – guest player information below

- 4. PLAYER ELIGIBILITY** – All players must be legally registered to USYSA through their respective state association. Player passes must be current, valid, verified, laminated and include a photograph.

5. **GUEST PLAYERS** – No guest players will be allowed in the Academy divisions. A maximum of three guest players will be allowed per team with the proper paperwork. All guest players must have player passes, medical waiver, and loan forms.
6. **AGE GROUPS** – Age groups will be as listed by USYSA with the August 1<sup>st</sup> cut off. Players will be permitted to play up in age groups as long as guest player forms are completed. No player will be allowed to play down in an age division.
7. **TEAM CHECK-IN** – All teams are required to attend the team check-in prior to the start of the tournament. Check-in will be held on Friday, March 8<sup>th</sup>, 2013 from 5:30-8.30 PM at the Hilton Garden Inn North located at 3201 NW 137th, Oklahoma City, Oklahoma 73134. The tournament check-in hotel is located roughly 2 miles from the complex on the North side of the Kilpatrick Turnpike between May and Meridian. Any changes to schedules or tournament details will be passed onto teams at this time. Please check the website for tournament updates as well. Teams playing on Friday night can check in at the complex, an hour before their game time.
8. **PRE-GAME PROCEDURE** – Teams will be checked in prior to the start of the tournament. Coaches should have game cards for each player available but will only be needed if a player's eligibility is challenged. Those players will be noted on the game form, but will be allowed to participate in the game as long as they have a valid player pass and are listed on the roster. A player arriving to the fields after the game starts must alert the officials before entering the field of play.
9. **TEAM BENCHES** – The home team will be located on the South or East side of the field and the visiting team will be on the North or West side. Teams and their spectators will sit on opposing sides of the field. No spectators will be allowed behind the end line or goals.
10. **MATCH BALL** – Each team shall furnish a minimum of one game ball to the center referee. The center referee will decide which ball will be used during game play. Academy, U-11 and U-12 will play with a size 4 ball; U-13 and higher will play with a size 5 ball.

**11. UNIFORMS AND EQUIPMENT** – Each team must provide matching uniforms with a different number on the back of every jersey. GK jerseys do not have to be numbered, but should not conflict with either team or the referees. The Home team should wear a light colored shirt and the Visiting team should wear a dark colored shirt. Visiting teams cannot wear a light colored jersey in an effort to make the Home team change uniforms. In the event that both teams are in the same or similar color, the referee will require one of the teams to change jerseys with preference given to the above listed jersey requirements. Each team should bring alternate jerseys to every game. Shin guards are mandatory for all players to participate and must be completely covered by the socks. No toe and/or metal cleats will be allowed. All player equipment and apparel is subject to referee approval and must conform to USYSA standards.  
**WAR PAINT IS ENCOURAGED!**

**12. SUBSTITUTIONS** – Substitutions may be made only with the referee’s permission at the following times:

- Prior to a throw in by your team
- Prior to a goal kick by either team
- After a goal by either team
- At half time or at the beginning of overtime periods.
- After an injury, by either team, when the referee stops play.

Academy and U-11/12 age divisions will have unlimited substitutions. Substitutions need to be made at the half line. Players not at the half line ready to enter the game may be asked to wait until the next available opportunity. Substitutions made to impede the spirit of the game may be disallowed. Substitutions must receive permission from the referee to enter the field of play.

**13. CAST/ORTHOPEDIC BRACES** – They must be padded, not dangerous to other players and pre-approved by the Tournament Referee Coordinator.

**14. DURATION OF GAMES** – The duration of the games will be as follows:

<u>Age Group:</u>	<u>Duration:</u>	<u>Finals:</u>
Academy	25 minute halves	25 minute halves
U-11 (8v8)	30 minute halves	30 minute halves
U12 - U14	30 minute halves	35 minute halves
U15 – U19	35 minute halves	40 minute halves

**15. OVERTIME** – There will be no overtime periods during pool play. During the knockout stages, all games tied after regulation will go to a maximum of 2 overtime periods and then will be followed by a shootout(see below) if the game remains tied. Overtime periods will be “Golden Goal” meaning once a goal is scored, the game is considered complete and the scoring team is the winner.

Academy, U11 - U14 will play two 5 minute “Golden Goal” overtimes.  
 U15 - U19 will play two 10 minute “Golden Goal” overtimes.

- 16. SHOOTOUTS** – In case of a tie in the knockout stages after overtime, FIFA style penalty kicks will determine the winner.
- 17. FORFEITS** – Failure to complete a match, or a team leaving the field, during play will result in a forfeiture. No team that has forfeited a match will be allowed to advance to the knockout stage of the tournament. Winning teams as a result of a forfeiture will be automatically awarded a 4-0 win.
- 18. CONTROL OF SIDELINE CONDUCT** – Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of “THE LAWS OF THE GAME”. The site directors and referees have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary brought about by the tournament director or the tournament committee. **Coaches are responsible for the behavior and actions of their spectators.** If the referee or field marshals feel like the spectators are disrupting the game they will instruct the coaches to control their spectators or escort them to the parking area. A coach may be ejected for his/her own behavior or the behavior of their spectators. This suspension can range from one game through the entire tournament. If a coach is ejected the team must have at least one registered coach to continue playing. **Teams are responsible for picking up their sideline after each game.**
- 19. PROTEST** – Any disputes will be resolved immediately by Tournament Director or his designate. Under no circumstances will a referee’s decision, issuance of a yellow or red card, as well as, coach or team ejections be reviewed or overturned. All disputes, outside the field of play, will be ruled upon by the Tournament Director, whose decisions shall be final. Protests must be put in writing and accompanied by a \$150.00 fee within one hour of the end of the game or incident you are protesting. Any applicable fee will be refunded if the protest is ruled in your favor.
- 20. POST GAME PROCEDURE** – We ask as a mutual courtesy that both teams congratulate each other after every game. During this time any patches, pins, etc. can also be exchanged. The following procedures should also be used:
- The referee or field marshal shall return all player passes, with the exception of players or coaches being ejected. If a player/coach is ejected they will receive their player pass back at the end of the following game or following the entirety of their suspension.
  - Coach/manager will ensure that their sideline is clean of trash and debris.
- 21. RED CARDS AND TEAM DISCIPLINE** – Any red carded player will automatically miss the next scheduled game, but depending on the severity and circumstances of the unacceptable conduct, the Tournament Director or Committee may recommend and extend suspensions up to the duration of the tournament.

**22. POINT SYSTEM – Tournament will be based on a 3 point scoring system:**

- **3 points**      **Win**
- **1 points**      **Tie**

**23. TIE BREAKERS** – If at the conclusion of the preliminary rounds a tie breaker is needed the following criteria will be utilized:

- Head to Head (Not used if more than two teams are involved)
- Goal Differential (goals scored minus goals allowed with +/- 4 goal Differential Maximum per game)
- Fewest Goals Allowed
- Most Shut Outs
- Most goals scored (No Limit)
- Penalty Kicks

\*If more than two teams are involved in a tie breaker scenario we will start with Goal Differential. If we have a winner using this tiebreaker we will stop there. If we have 2 teams tied with the same goal differential and 1 team with a lower goal differential we will eliminate the lowest team and start the tiebreaker process again with the remaining 2 teams starting with Head to Head.

\*\* In the event that the wildcard team comes from Bracket A then Bracket B winner will play the Wildcard and Bracket A winner will play Bracket C winner.

\*\*\* Any interpretation of tie breaking criteria and determination of advancing team is left to the sole discretion of the Tournament Director or his designate.

**24. SHORTENING OF GAMES** – In the event that unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make the decisions to best serve the interest of the tournament.

**25. REFUND POLICY** – The Tournament Committee and/or host affiliate (NOKC Soccer Club) will not be held responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. If the tournament is cancelled due to inclement weather, acts of God or other acts beyond the tournament committee's control and prior to the commencement of the event then participating teams may be refunded a portion of their entry fee. Once the tournament begins there will be no refunds. Teams withdrawing once accepted will forfeit their entire entry fee. The Tournament Director, Tournament Committee or hosting organization, NOKC Soccer Club, will not be responsible for any expense incurred by any team or person if the event is cancelled in whole or in part, nor will they be responsible for any liability for personal injury or property loss in connection with traveling to or participating in the tournament. Every team, player and spectator shall participate at their own risk.

**The Tournament Director' interpretation of the foregoing rules and policies as applied to any situation shall be final.**