

Festival de futbol 2015 - Rules

Revised 12/16/14

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 for traveling recreational teams
- Guest Player Loan forms (if applicable)
- Medical waivers

http://www.oklahomafc.com/wp-content/uploads/2012/10/Medical_release_form-2015.pdf

- Permission to Travel from State organization (if applicable)
- Birth Certificates (In case of a challenge)

- 3. 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. We do accept US Club Players and teams.

- 4. ROSTER LIMITATIONS – No Player can play on two different teams**

U5 & U6 (Recreational)

6 - No Guest Players allowed

U7 & U8 (Recreational)

8 - No Guest Players allowed

U9 & 10 (Recreational)	12 - No Guest Players allowed
U7 & U8 (Academy)	14 - 1 Guest Player allowed
U9 & U10 (Academy)	14 - 2 Guest Players allowed
U11 & U12 (Recreational)	14 – 3 Guest Players allowed
U12-U19 (Recreational)	18 – 3 Guest Players allowed

All guest players must have player passes, medical waiver, and loan forms.

NOTE :- There are some teams that have more players on their roster than the Max allowed because they are the only team in their club at that age. Teams may use their full squad in each game.

5. **AGE GROUPS** – Age groups will be as listed by USYSA with the August 1st 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.

6. **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, October 2nd, 2015 from 5:00-7.00 PM at the NOKC clubhouse located in the center of the complex. 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.

7. **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.

8. **TEAM BENCHES** – The home team will be located on the North or West side of the field and the visiting team will be on the South or East side. Teams and their spectators will sit on opposing sides of the field. No spectators will be allowed behind the end line or goals.

9. **MATCH BALL** – Each team shall furnish a minimum of one game ball to the center referee. The referee will decide which ball will be used during game.

U-5 to U-8 Recreational - Size 3 Ball,
 Academy and U9 to U-12 Recreational - Size 4 Ball,
 U-13 to U-19 size 5 ball.

10. 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.

11. SUBSTITUTIONS – Substitutions may be made only with the referee’s permission and in accordance with standard USYSA and OSA age appropriate rules.

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

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

<u>Age Group:</u>	<u>Duration:</u>	<u>Finals:</u>
U-5 & U-6 (Recreational)	10 minute quarters	
U-7 & U-8 (Recreational)	10 minute quarters	10 minute quarters
U-9 & U-10 (Recreational)	25 minute halves	25 minute halves
U-7 to U-10 (Academy)	25 minute halves	25 minute halves
U-11 - U-14 (Recreational)	30 minute halves	30 minute halves
U15 - U-19 (Recreational)	35 minute halves	35 minute halves

14. OVERTIME – There will be no overtime periods during pool play. During the knockout stages, all games tied after regulation will go to two overtime periods and then will be followed by a shootout (see below) if the game remains tied. Overtime will consist of two minute periods.

15. SHOOTOUTS – In case of a tie in the knockout stages after overtime, FIFA style penalty kicks will determine the winner.

16. 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.

17. 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.**

18. 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.

19. 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.

20. 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.

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

- **3 points** **Win**
- **1 points** **Tie**
- **0 points** **Loss**

22. 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.

23. 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.

24. 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.