

**NOKC Soccer Club**  
**Festival de Futbol**  
**(Recreational and Academy Tournament)**  
**INFORMATION, GUIDELINES AND RULES**

Revised April 29<sup>th</sup>, 2022 at 11:30am

**TEAM REGISTRATION AND COACHES MEETING**

All team applications and entry fee for the tournament must be completed accurately and received by the deadline. Additionally, all tournament participants must abide by the Oklahoma Soccer Association's and US Soccer's Youth policies, rules, and regulations and are subject to their disciplinary actions. Teams participating in the tournament that are not US Soccer Youth members will be required to provide proof of medical & liability insurance. Any team that cannot provide such proof will be required to purchase the Oklahoma Soccer Association's event insurance.

**TEAM STANDINGS AND TIE-BREAKERS**

Team standings will be based on the following scoring system:

Win.....3 points

Tie.....1 point

Loss.....0 points

Tie-breaker system is as follows:

1. Winner of head-to-head competition
2. Goal differential (max 5 per game)
3. Fewest goals allowed (no limit)
4. Most shutouts
5. Goal scored (no maximum)

\*If two (2) teams are still tied after computing all of the listed tiebreakers, the result shall be decided by kicks from the penalty mark in accordance with FIFA. The coach shall make player selection for such kicks from the team's eligible roster independent of any other game lineup.\*

\*If more than two (2) teams are tied at the end of the preliminary round, the listed tiebreakers will be used in order shown, beginning at tie-breaker 2, until there is separation of teams. If two teams remain they will then be compared, beginning again with tie-breaker 2 above to determine the advancing team. If at this point, the 2 teams are still tied, then head to head will come back into play.\*

\*If three teams are still tied after applying the listed tiebreakers, FIFA Kicks will be taken. There will be a draw by the Tournament Committee. The first team drawn will receive a bye, the next team drawn will be the home team against the team not drawn in a FIFA Kicks semifinal. That winner will then compete against the bye team (designated as the home team) in a FIFA Kicks final to break the tie.\*

\*\*\*If, in the first round of the championship series, the predetermined pairings result in two opponents from the same bracket, realignment of the pairings will be made.\*\*

## **GAME TIME**

Kickoff will be at the scheduled time unless games are delayed. A team, not ready to play at the scheduled time or immediately after the conclusion of the previous game, is subject to forfeiting the match. A forfeited match will be posted as 5 – 0. Home team sits on North or East side and changes if color conflict.

## **SUBSTITUTIONS**

U6 – U12 Unlimited Substitutions on any stoppage

U13 – U19 (11v11)

You may Substitute on:

- a) Any goal kick
- b) After a goal from either team
- c) On your throw in
- d) On opposing team's throw in if they are subbing
- e) After an injury (injured player only-opponent may sub 1 for 1)
- f) After a yellow card (yellow carded player only)

If the coach comes on to assist a player then that player must leave the field of play and can re-enter after the game restarts with the referee's approval.

## **HEADING**

**U-6 thru U-11 (or mixed U11/U12 divisions) – No Deliberate Heading Allowed**

*'If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the 6 yd box, the indirect free kick should be taken on the 6 yd goal line adjacent to the nearest point to where the infringement occurred.*

**U-12(pure) thru U-19 – Heading is allowed**

## **BUILD OUT LINE RULES IN AFFECT FOR U-10 AND YOUNGER**

Opposing teams must retreat to the build out line after any keeper save or for any kicks originating in the 18 yd box. (Half line in 4v4 for any kicks originating in defensive half). Once the ball is kicked or released the teams may the attack over the half line. If the defending team elects to kick/release the ball early, the opposing team can halt their retreat and begin to attack.

There are no punts or drop kicks in 7v7. A drop kick is defined as any kick not flat on the ground when struck. The referee alone will determine if such a violation occurs.

## **ROSTER SIZES**

U6 TO U8 (4V4) – Max Roster is 8

U9 and U10 (7v7) – Max Roster is 12

U11 – U12 (9v9) – Max Roster is 16

U13 – U19 (11v11) – Max Roster is 22

All players that are on the Roster can suit up and play in every game

No Player can play on more than 1 Roster without Tournament Directors permission

## **GAME LENGTH AND BALL SIZE**

<b>DIVISION</b>	<b>Format</b>	<b>BALL SIZE</b>	<b>Game Length</b>
U6	(4v4)	3	2 x 20 Minute Halves
U7 - U8	(4v4)	3	2 x 20 Minute Halves
U9 - U10	(7v7)	4	2 x 25 Minute Halves
U11 - U12	(9v9)	4	2 x 30 Minute Halves
U13 – U14	(11v11)	5	2 X 30 Minute Halves
U15 – U19	(11v11)	5	2 X 30 Minute Halves

There is no overtime in Preliminary games. Semi-Final and Championship matches that are tied at the end of regulation will be decided on “Golden Goal” (2x5 minutes).

If there is not a winner after “The Golden Goal” then the game will be decided by FIFA penalty kicks.

## **GUEST PLAYERS**

U6 – U8 / 1 Guest Player allowed

U9 – U10 / 2 Guest Players allowed (No academy players allowed on a recreational team)

U11 – U-19 / 3 Guest Players allowed (No competitive players allowed)

## **PLAYING CONDITIONS**

**Home team is listed first or on top in the schedule. Home team will wear white or their lightest color. In case of color conflict, the home team shall change into an alternate color. Each team must be prepared to provide a game ball to the referee prior to start of the game. In case of bad weather, the tournament committee will determine if game(s) are to be played. Games are considered final if half the game has elapsed and the score considered be the final score.**

## **REFUND POLICY**

**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 start of the event then participating teams may be refunded some of their entry fee. Once the tournament begins there will be no refunds. Teams withdrawing will forfeit their entire entry fee. The Tournament Committee nor hosting organization 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.**

## **TEAM DISCIPLINE**

**An ejected player or coach is ineligible for the next scheduled game. Should a player receive a red card, that player must sit out the remainder of that game plus the next game. All red cards will be reported to you State Association. The coach is responsible for the verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated! Violations may result in forfeit of the game and/or expulsion from the tournament.**

## **FRIDAY NIGHT GAMES**

**We will only schedule games on Friday night with local teams and only if we need to help avoid scheduling conflicts or to solve field space issue.**

**Please note on your application if you can’t play on Friday evening.**

## **MATTERS NOT PROVIDED FOR**

**Any matters not provided for shall be decided by the Tournament Director, whose decision will be final.**