

Sand Springs Soccer Club
4th Annual Fall Rec. Tournament
Nov. 11-Nov. 13, 2011

Tournament Site and Facilities

The Sand Springs Soccer Club Fall Recreational Tournament will be held at Inez Kirk Soccer Complex (River City Parks), the home of the Sand Springs Soccer Club. The complex is located at:

Inez Kirk Soccer Complex
River City Parks
2500 S. River City Park Rd.
Sand Springs, OK 74063

The facility contains numerous soccer fields ranging from small-sided fields to large regulation sized fields. The facility also features a centrally located concession stand with restrooms, playground, scenic bike and jogging trail, and conveniently located parking.

Pets

No pets are allowed on the grounds of the Soccer Complex.

Standard of Conduct

All players, coaches, managers, parents, and spectators are expected to maintain a high standard of conduct during their visit to Sand Springs. If a situation comes to the attention of the Tournament Director that any individual (s) of the above mentioned parties fails to maintain a high standard of conduct, the Tournament Director reserves the right to take remedial action. This action, depending on circumstances, may range from a verbal warning, a reduction in points from his or her team, and/or banning the team and/or participant(s) from future participation in this Tournament.

Team Criteria

The Tournament will be open to all U7-U19 Boys and Girls Recreational teams, and all U9-U10 Academy teams only. **This Tournament is open to all US Soccer Affiliates for Recreational and Academy Teams only.** No Tournament teams will be accepted to play.

All teams and tournament participants must abide by the Oklahoma Soccer Association's and US Youth Soccer's policies, rules and regulations and are subject to their disciplinary actions. All teams wishing to participate in an "open" tournament that are not US Youth members will be required to provide proof of liability insurance paperwork indemnifying OSA from harm.

Any team that cannot provide such proof will be required to purchase the Oklahoma Soccer Association's event insurance.

Each player must be currently registered with a US Soccer affiliate and have a current player pass available for inspection if applicable (U16-U19).

If a team is not required to possess current player passes for their respective team, all teams must have an approved copy of their team roster at the time of registration. **There will be no "Guest Players" allowed** on any "rec" team.

Should any questions arise, the Tournament Director will confirm all player and team status.

Academy Teams--Players will not be allowed to double roster with teams playing with-in the same age division.

Team Selection Criteria

All Coed teams will be placed in the Boys bracket of the respective age division.

This is a Recreational Tournament only. It is open to all US Soccer affiliated U7 thru U19 Boys and Girls Recreational teams and U9 and U10 Academy teams only.

Match Information

GCSA Rules of Competition will apply to all matches unless otherwise stated below.

*****Note: Each player will play at least half of every game.**

Inclement Weather

In the event of inclement weather, the Tournament Committee will do everything possible to complete the tournament as planned. If the tournament is cancelled in whole or in part, the Tournament Committee is not responsible for any expenses incurred by any of the accepted teams. However, a portion of the entry fee may be returned after all out-of-pocket expenses have been deducted.

The Sand Springs Soccer Club weather hotline is (918) 858-3972 ext. 50. The hotline will be updated in the event of inclement weather.

Team Pairings

The Committee will make every effort to provide as wide a variety of opponents as possible. The Committee will also make every effort not to place teams with teams that they would normally play with-in their league.

Game Scheduling

Each team will be guaranteed a minimum of three (3) games. The Preliminary Rounds of play will be played in a "Round Robin" (Pool Play) format in groups of (3) teams minimum. If a group has less than (4) teams, cross-over games will be played between groups.

Finals "may" be played between the (2) teams with the most points in brackets of 4 teams or more. If Finals are not played, the team with the most accumulated points after "pool play" will be declared the winner of the age division.

Points System and Tie-breakers

The 10-point scoring system will be used.

6 points for a Win	1 point per shut-out
3 points for a Tie	1 point per goal up to 3 max per game
0 points for a Loss	*1 point deduction for each Red Card

If (2) teams are tied at the end of “Pool play”, the following tie-breaking system will be followed in order:

1. Winner of Head-to-Head competition
2. Goal Differential (max 3 per game)
3. Most goals scored (max 3 per game)
4. Fewest Goals allowed
5. FIFA Penalty Kicks, round of 5, then sudden death rounds if needed (U7-U8 will not use a goalkeeper and take kicks from halfway line)

In Elimination Rounds (Semi-finals, Finals), if teams are tied after regulation play, there will be (2) 5-minute overtime periods. The overtime periods are not “Sudden Death”. The entire 10 minutes will be played. If teams are still tied after the overtime periods, the winner will be determined by FIFA Penalty Kicks from the spot.

Tournament Rules

Rules of Play

The rules of the Tournament will be the “Laws of the Game” published by FIFA unless otherwise stated herein. GCSA Rules of Competition will apply to all Tournament matches unless otherwise stated. The USYSA Guidelines will also apply to all U7 thru U12 small-sided matches.

Matches

Each team is guaranteed a minimum of three (3) matches. The home team will be listed first on the match schedule in “pool play”. The home team will be listed on the top in all quarter, semi, and final matches. The designated home team will sit on the east or south side of the field. The visiting team will sit on the west or north side of the field. All players, coaches, parents, and spectators will remain on their respective side throughout the duration of the match. **Games may be scheduled on any morning, evening, or afternoon of the event. Requests will be considered but the Tournament Committee is not obligated to honor those requests.**

Field Playing Conditions

The Tournament Committee will determine all playing conditions. All teams will be expected to play regardless of weather conditions. The Tournament Director is the only person that can reschedule matches due to weather. If a match has been postponed or rescheduled it is the responsibility of the respective teams coach or manager to check in at the Tournament Headquarters for further information.

Matches will be considered complete if the first half of play has elapsed and the Field Referee or Tournament Director halts play. The score at the halt of play will be recorded as the final score. If play has been halted because of weather conditions and the first half has not elapsed every effort will be made to reschedule the match. If the match cannot be rescheduled and the match cancellation creates a situation as

to where each team has not been able to play the same number of preliminary matches the total points will convert to average points for all matches played. For example:

Team A scores 28 points for 3 matches	Average points=9.33
Team B scores 19 points for 2 matches	Average points=9.50

(Average points will be rounded to the nearest hundredth)

The team with the highest average of points will be declared the winner of the division. The same type of system will be used to determine wild-card teams if necessary.

Forfeits

If a scheduled team does not report to their scheduled match with the minimum number of players required to play at the start time of the match, the match will be considered a forfeit. All forfeits will be scored as followed:

1. The team that wins by virtue of a forfeit will be credited with a win by the score of 3-0.
2. The team that had to forfeit the match will be credited with a loss by the score of 0-3

Uniforms

All members of the same team must wear the same color of jersey, shorts and socks. All uniforms must have a different number on them. This will be used to identify each player. The Goalkeeper(s) will wear a distinguishable but different color uniform jersey as the match Referees and all players on either team.

The home team will be responsible of changing uniforms if there is a conflict in color. Please see “Matches” under “Tournament Rules” in regards to who the home team is. Each player must wear the same numbered jersey that is submitted on the roster at team check-in and may not trade jerseys.

All players are required to wear shin-guards. All shin-guards must be worn underneath the sock.

No player will be allowed to wear anything that is dangerous to him or anyone else. This includes, but not limited to, rings, earrings, watches, necklaces, or any other type of jewelry. Please refer to FIFA “Laws of the Game” for the entirety of player equipment.

The Field Referee will make all decisions on whether a players cast or splint will be allowed for the match.

Ball

Each team must provide the Field Referee with a suitable game ball for him or her to choose from. The ball size for each age division is below:

U7-U8	use size 3
U9-U12	use size 4 (Including Academy divisions)
U14-U19	use size 5

Credential Check

Each team must have an approved roster stamped and/or signed from their home club or country. No exceptions.

All coaches or managers must check-in their respective team at least 1 hour prior to their 1st match of the tournament. They must have an approved roster with player numbers and player passes (U16-U19 only).

Failure to check-in prior to your 1st match will result in a disqualification from the tournament. Coaches or managers must have an approved copy of their team's roster with numbers available for every match played.

Awards

Awards will be given to the 1st and 2nd place teams in each division.

Team and Player Requirements

1. No Guest players are allowed for this Tournament
2. Academy players will not be allowed to play on two (2) teams with-in the same division-NO DOUBLE ROSTERING
3. Each team must have an approved roster and all player passes (U16-U19) presented to the Tournament Committee at least 1 hour prior to the start of their 1st match
4. Players and passes (U16-U19) will be checked against the roster. If a player does not have a player pass at the time of check-in that player is not eligible to play in the match.
5. If any player plays in any match that is not properly registered, his or her team will automatically forfeit the match. The Tournament Director reserves the right to further discipline the team for any infraction, depending on the severity of the violation.
6. If a team fails to present an approved roster they will be subjected to forfeiting the match. Only by agreement of both coaches shall the match be played. Please refer to "Forfeits" above for any questions regarding how a forfeit is scored.
7. At the conclusion of the match, the Field Referee will complete the scorecard in detail, have each coach/manager sign card, and will return the card to the Tournament Headquarters within 30 minutes of the conclusion of the match. The Tournament Committee will maintain an up-to-date list of all Red and Yellow cards issued in the tournament. A player who accumulates (3) Yellow cards will not be allowed to play in his or her teams next scheduled match. A player or Coach who has been issued a Red-Card is automatically suspended from their next scheduled match. The Tournament Director will review the situation of the Red-carded player(s) or Coaches and will decide on the continued participation. The Field Referee will be notified by a member of the Tournament Committee of any players or coaches that have been deemed ineligible for their match.

Match Rules

Each team is required to take opposite sides of the field as explained under "Matches".

Kick-off will be at the time shown on the schedule. If a team does not have the minimum number of players at kick-off to start the match, there will be a 10 minute time limit to allow for players to show. If the team does not field enough players after 10 minutes, the match will be considered a forfeit. The game clock will be started at the time shown on the schedule.

Duration of Matches

All matches will be played in their entirety as explained below, weather permitting. The Tournament Director reserves the right to shorten durations of matches in the event of inclement weather conditions.

U7-U8	20 minute halves
U9-U10	25 minute halves (Includes Academy Matches)
U12	30 minute halves
U14	35 minute halves
U16-U19	40 minute halves

Player Substitutions

U7-U8

Quarters will be played in the length of 10 minutes. There will be (2) Quarters per half. At the end of each quarter each coach may be allowed to substitute as many players as he or she desires. Substitutions may also be made at halftime, to replace an injured or unhealthy player, for a player that has been issued a Yellow Card (with permission from the Field Referee), or to allow a player who has previously left the game with a minor injury to return to the game (must replace the same player that replaced him or her).

U7-U8 matches will not use goalkeepers.

U9-U19

Substitutions may be made at the following times with the consent of the Field Referee:

1. Prior to a throw-in in your teams favor
2. Prior to a goal kick by either team
3. After a goal has been scored by either team
4. At halftime
5. If the Field Referee has approved a substitution for an injured player, the opposing team may substitute the same number of players
6. When play has been stopped for the purpose of giving caution (Yellow Card) to player(s) the player(s) may be substituted before the restart of play. The other team may also substitute the same number of players.
7. There is no substitution for Red-carded players
8. No players may leave or enter the field of play without the consent of the Field Referee.
9. All substitutions must be made on the team's respective side of the field at the half-line.

Team Discipline

1. The Tournament Committee will uphold all suspensions of players and/or coaches, as appropriate.
2. Any player or coach that has been ejected from a match is not allowed to participate in their teams next scheduled match. This includes any Quarterfinal, Semi-final and Final match.
3. If a player receives (2) yellow cards in (1) match it will be treated as if the player received a Red-card.
4. Any player who accumulates (3) Yellow cards during all matches played in the tournament will be treated as if the player received a red-card.
5. For each player or coach who has become ineligible for their teams next match under any of the above mentioned circumstances will cause their team to lose (1) point for each Red-card issued in the tournament standings.
6. Each team's coach is responsible for his or her team's spectators. **There will be no tolerance on Verbal Abuse of Referees, players, or other spectators.**
7. Any player, coach, manager, or spectator who has been ejected or asked to leave the match must remove themselves to the parking lot of the Soccer Complex.
8. Any coach or trainer that removes his or her team from the field of play during the match will be issued a Red-card, and the match will be forfeited to the opposing team.
9. The Tournament Committee will notify all Field Referees who are Officiating a match that involves anyone that has been issued a Red-card prior to the match start time and will ensure that the involved individuals do not participate in the match.
10. Field Referees will notify the Referee Assignor/Tournament Committee of any Yellow cards and/or Red cards issued in their match by noting them clearly on the game-card and turning them in at Tournament Headquarters.

11. The Tournament Director will note any cards that have been issued and the offenses so that a written report may be made to the respective club, league or association for any further disciplinary actions. This includes all players and coaches.
12. Possession or use of alcohol or illegal drugs before, during, or after any matches will not be tolerated and are expressly prohibited. Any player, coach, manager, parent, or spectator who violates the above statement will be subject to stiff disciplinary action up to disqualification from the tournament.

No glass containers allowed on the grounds of the Soccer Complex.

Team Protests and/or Appeals

There will be no Protests or Appeals allowed. However, if the rules of the match are proven to be incorrect or misapplied by the Field Referee, the Tournament Director and the Referee Assignor will determine if the action could have materially changed the outcome of the match. In the opinion that the outcome of the match was affected, they may take whatever remedial action they deem appropriate.

No judgment calls can be protested or appealed.

Match Officials

The Referee Assignor will be responsible for procuring and assigning all tournament matches with the proper number of Officials. All Referees and Assistant Referees will be licensed and in proper uniform. It is the duty of the Referee Assignor to instruct all Referees regarding tournament rules. The Tournament Committee will pay all Referees and Assistant Referees who Officiate matches, at a rate determined by the Committee.

Tournament Director

It is the Tournament Directors responsibility to understand and employ all of these rules in a fair and consistent manner and follow all the rules for the spirit of the game. For any issue not specifically stated with-in these rules or an issue that becomes the subject of interpretation, all decisions made by the Tournament Director are final and binding.