

2nd Annual Midwest Labor Day Tournament

SEPTEMBER 3rd – 4th

Deadline: August 15th

Tournament Dates

Team check-in is Friday, September 2nd at the Case Community Center ¼ Mile North of Rivercity Parks Complex. Matches will be played Saturday, September 3rd, and conclude Sunday, September 4th, 2011.

Some local teams may be asked to play “Friday Night” games, but no such request will be made to “traveling” teams.

Location of Tournament

The 2011 Midwest Labor Day Tournament is hosted by the West Side Alliance Soccer Club and will be played at the beautiful and scenic River City Park, 2500 S. River City Park Road, Sand Springs, OK 74063,

Facility, Tournament Headquarters

The all-bermuda grass facility at Rivercity Parks contains 2 full-sized lighted fields, 4 other full-sized fields, and several small-sided fields, with portable lighting available to light two other surfaces. The Rivercity Parks Soccer Complex contains a centrally located concession stand, restrooms, scoreboard area, scenic biking and jogging trail which transverses the entire Rivercity parks, and conveniently located parking. Possession or use of alcohol or illegal drugs, or possession of firearms, is prohibited. Pets are prohibited anywhere on the soccer complex.

Purpose of Tournament

The purpose of the Midwest Labor Day Tournament shall be to create an atmosphere that promotes fun, competition, and safety, while encouraging goodwill and sportsmanship among young athletes, coaches, and spectators. The purpose of Midwest Labor Day Tournament is to bring competitors together to enjoy in sport, participate in the world’s beautiful game, and create life-long memories.

Tournament Format

Each team will be guaranteed a minimum of 3 games. Teams will participate in “pool” play, and semifinalist and finalist teams will be determined based on points after “pool” play is complete.

U7, U8 age divisions will play “4v4” format w/ the option to “play up” in the u9/u10 8v8 format

U9, U10, and U11 age divisions will play “8-a-side” format.

U11 teams will have the option to “play up” in the 11v11 format.

U12 thru U19 age divisions will play “11-a-side” format.

Awards

Team awards and individual Medals will be presented to 1st and 2nd place teams in all divisions.

Housing

A list of area hotels will be provided upon request and hotel sponsors are posted on our website.

Referees

If teams have one or more referees who are interested in working when their team is not playing, or any other referees interested in working, please provide their name(s) and phone number(s) with the team application.

Tournament Hotline

A hot-line number will be used for tournament information, changes and messages. The number is 918.858.3972, extension 30 for tournament information, extension 50 for Rivercity.

Standards of Conduct

All participants in the tournament are expected to maintain high standards of conduct during their participation in the Midwest Labor Day Tournament. Failure to do so may result in punitive action, depending upon circumstances, which may range from a warning, to a reduction in points in the current standings, or banning that team from future participation in the tournament. The Tournament Committee has sole discretion in this matter.

Team Criteria

Boys & Girls: u7, u8, u9, u10, u11, u12, u13, u14, u15, u16, u17, u18 & u19. The age groups for this tournament shall be in accordance with the US Youth age groups for the current seasonal year.

Academy teams will participate in the u7, u8, u9 and u10 divisions.

Types of Teams

Open to league, club or association teams, tournament teams, and academy teams.

A tournament team is a regular league team whose tournament roster may include "guest players".

Maximum game roster size is 8 for u7 and u8 academy teams (participating in 4v4 event).

Maximum game roster size is 14 for u9 and u10 academy teams.

Maximum game roster size is 14 for u11 including guest players.

Maximum game roster size is 18 for u12, u13, u14 and u15 including guest players.

Maximum game roster size is 22 for u16, u17, u18, and u19 including guest players.

Out of state teams must provide a travel permit from their home organization.

Roster "max" limits may have exceptions granted in the "spirit of participation" at the approval of the tournament committee.

Players

Each team player and coach must be registered with a US Soccer Federation (USSF) youth affiliate and have current player identification (player pass) available for inspection by officials before each game **or provide proof of registration.**

Older players are not allowed to play on a team registered to compete in a younger age division.

Players may participate for one more than team during the event. All players **MUST BE DESIGNATED** to rosters at check-in and may only participate for teams they are "rostered to" at check-in.

Guest Players

Guest players must have a guest player form approved by OSA, or the state in which that player is registered.

Maximum allowed for u7 thru u10 → 6 guest players (MAX)

Maximum allowed u11 thru u14 → 6 guest players (MAX)

Maximum allowed u15 thru u19 → 6 guest players (MAX)

Application

To be considered, a team must submit a completed application form, then-current approved team roster and appropriate registration fee prior to the registration deadline. An online credit card payment, or a check or money order, listing team name and age division for each team's entry fee, tournament application and the team's then-current approved team roster (or temporary roster) **must be postmarked or credit card processed, no later than August 15th, 2011.**

Applications also may be hand delivered prior to the deadline. The date the application is received will be considered in acceptance to the tournament. Teams may "email" their applications – but receipt of check or money order will validate the application.

If a team is accepted to the tournament and fails to attend, its entry fee is forfeited (portions may be refunded if a replacement team is found). Checks or money orders must be made payable to WSA Soccer and mailed with the completed application and then-current approved roster (or temporary roster) to:

*WSA Cup Tournament
5214 Greenan Drive
Sand Springs, OK 74063*

Team Selection Criteria.

A selection committee will determine the teams that receive invitations. Factors that may be considered for selection: application date, relative strength based on win/loss records, difficulty of schedules, strength of opponents, and rankings. The committee may weigh other factors such as: teams traveling from out of state, other tournament results, ODP players on a team, etc. Accepted teams will be posted at WSASoccer.org as soon as possible.

Inclement Weather

Field and weather conditions will be updated on the club hotline, 918-858-3972, ext. 50 (Rivercity Parks) ext 51 (Blake Bingman) ext 30 WSA Cup Information hotline.

In the event that the tournament has to be cancelled in whole or in part, the Midwest Labor Day Tournament will not be responsible for any expenses incurred by any team. Every measure will be taken to refund a portion of the entry fee after out-of-pocket expenses are deducted.

Team Pairings

The Tournament Committee will seed teams according to team strength based on information received on the tournament application and use popular national ranking systems (i.e. GOTSOCCKER). The committee will make every effort to provide as wide a variety of opponents as possible for each team participating in the tournament.

In the event there exists an insufficient number of teams to create a “pure age” division, age groups may be combined, e.g., u9 and u10; u13 & u14; u15& u16; and u17, u18 & u19. Teams will be informed if this measure is taken.

Match Scheduling.

Each team will play a minimum of three (3) matches. The three matches will be round-robin play within each group whenever possible. Crossover matches may be necessary if a group contains fewer than four teams.

Finals and semifinal pairings will be posted on the schedule.

Schedules will be posted a week prior on the WSA Tournament section at WSASoccer.org.

Team Check-in and Credentials

1. All teams must provide the following:

- **Current Approved Game Roster**
- **Travel Form, Guest Player Forms**
- **Player ID Cards**
- **Notarized Medical Release Forms**

for approval by the Tournament Committee at the team check-in. Player ID cards will be checked if they are available – if not PROOF of REGISTRATION for each PLAYER MUST BE VERIFIED BY THE TEAM’S COACH and/or MANAGER.

Team check-in will be Friday, September 3rd, 2010, at the Community Center just north of Rivercity Parks Soccer Complex (located within the Rivercity Parks area) Directions will be posted on the WSA soccer website, www.wsasoccer.org.

2. A then-current approved game roster must be submitted to the Tournament Director prior to the start of the tournament. Approved guest player forms must accompany the roster for all guest players.

3. Game check-in will be done at the field by referees or field marshals. Field marshals or referees may require team’s to produce credentials prior to the start of any match.

4. A player will not be allowed to participate without proper credentials approved by the Tournament Committee.

Rules of Play

The Rules of play of the Midwest Labor Day Tournament will be the “Laws of the Game” as published by FIFA, with those modifications stated herein.

All teams and tournament participants must abide by US Youth Soccer’s policies, rules, and regulations, and are subject to their disciplinary actions.

Uniforms and Equipment

1. All members of the same team must wear jerseys of the same color (except the goalkeeper who will wear a different and distinguishable color from either team and the Field Referee). All members of the same team must wear shorts of the same color (except the goalkeeper). All players on a team must also wear the same color socks (except the goalkeeper).
2. The home team is responsible for using an alternate color of shirt or socks, if necessary. The home team is listed first on the pairings in the schedule, and will be listed on top of the bracket for the quarter/semi-final and final rounds. Home team will sit on the south or west side of the field.
3. Shin guards are required for all players.
4. Goalkeepers are allowed to wear headgear.
5. Socks are to cover shin guards. Jerseys are to be tucked in.
6. No player shall wear anything which is dangerous to themselves or other players, including but not limited to casts, splints, stitches, rings, earrings, watches, necklaces, etc.

At the discretion of the Tournament Director and match referee, casts may be allowed. To be considered, casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage and approved by the match referee of each game. Any player playing with a cast must have a written release from a doctor.
7. For player equipment, refer to FIFA "Laws of the Game", Law IV for its entirety.
8. In the interest of safety, any player sustaining an open wound MUST be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until any wounds are treated, bandaged, and all blood is removed from their uniforms.
9. Each team shall provide the referee with a suitable match ball.

Duration of Matches, Ball Size, Number of Players, and Maximum Game Roster Size

Age Division	Prelim Games	Elimination Games	Length Halftime	Ball Size	Number Players	Max Roster Size	Guest Players Allowed
U7/U8	20 min/half	20 min/half	5 min	4	4 v 4	8	3
U9/U10	22 min/half	22 min/half	5 min	4	8 v 8	14	3
U11	25 min/half	25 min/half	5 min	4	8 v 8	14	3
U12	25 min/half	25 min/half	5 min	4	11 v 11	14	3
U13/U14	30 min/half	30 min/half	5 min	5	11 v 11	18	3
U15/U16	35 min/half	35 min/half	5 min	5	11 v 11	18	6
U17/U19	35 min/half	35 min/half	5 min	5	11 v 11	22	6

Unfinished Games

If the referee terminates a game and neither team is at fault, it shall be considered a completed game if the first half has been completed.

Clock Stoppage.

Due to the time allowed for the completion of all games, the clock will run continuously. The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. In case of extremely hot or humid conditions water breaks may be designated by the Tournament Director.

Inclement Weather/Field Conditions

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches are asked to be patient and remain flexible – changing the tournament format is a major undertaking.

The Tournament Director has the authority to temporarily suspend play due to unsafe weather conditions.

Teams should remain (safely in cars or under shelter) in the vicinity for game resumption. If lightning is sighted, the Tournament Director will immediately suspend play and clear the fields. Play will resume after 15 consecutive minutes of no lightning.

Forfeits

1. A forfeit will be declared if a team is not ready to play with a minimum of seven (7) rostered players within 5 minutes of the published game.
2. Any team that quits the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Director.
3. A game may be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of an ineligible player must be reported in a written statement, accompanied by a \$50 protest fee, within 30 minutes of conclusion of the game to tournament headquarters.

Substitutions

Substitutions shall be unlimited.

For u7, u8, u9, u10, u11 substitutions may occur with the consent of the referee at any stoppage. For u12 through u19, substitutions may be made with the consent of the referee at the following times:

1. Prior to a throw-in in your favor.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After any injury by either team when the referee stops play (only one player may be substituted per team).
5. At half time.
6. A yellow-carded player may be substituted for, but this must be done before restart of play. The other team may substitute one player with the permission of the referee.

Scoring

Group games may end in a tie. If a play-off game ends in a tie, two five-minute “golden goal” overtime halves will be played. If the game is still tied at the end of the second overtime period, FIFA kicks from the penalty spot will be taken to determine the winner.

The scoring system for group play will be as follows:

3 points for a victory

1 point for a tie

0 points for a loss.

(A forfeit game will be scored as a 0-2 loss to the team that forfeited.)

If two or more teams are tied in points after their preliminary rounds are complete, the following tiebreaking procedures will be used to determine championship recognition and final placement in divisions:

- A. Head to head competition
- B. Goal Differential (maximum per cross-over game is +3; unlimited in “non-cross-over games”)
- C. Most goals scored (no limit per game)
- D. Most Goals Scored (no limit per game)
- E. Penalty Kicks, round of 5, then sudden-death rounds if needed

These procedures will be applied, in order, until ties are broken.

If there is a “forfeited” result in the standings, then tiebreaker application will exclude all results involving the team who “forfeited”.

U9, U10, & U11 Rule Clarifications:

1. The u9, u10, and u11 divisions will play 8-a-side with a maximum roster size of fourteen (14) players, including guest players.
2. Age-appropriate fields will be used.
3. A match is played by two teams, each consisting of not more than eight players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players. Substitutions are unlimited and, with referee consent, may occur at any stoppage.
4. Offside will be called.
5. Penalty and direct kicks will be awarded.

U7 & U8 Rule Clarifications:

1. The u7 & u8 divisions will play 4-a-side with a maximum roster size of 8 players including guest players.
2. Age appropriate sized fields will be used.
3. No goalkeepers allowed. There will be a "goaltending" box or arc in front of each goal in which players are not allowed to **stand** (exception when free kicks are awarded from range that forces players to begin inside the area to be 5 yards from the ball). Players may enter the area if the ball enters the area. If the ball comes to rest inside the area it is considered "in play". A player "standing" in the "area" will result in a direct free kick awarded to the opposing team.
4. There will be "goaltending line" approximately 7-9 yards from the endline. ALL players from the attacking team will be "encouraged" to be beyond the "goaltending" line during "attacking play".
5. In the event of penalty kicks to determine a tiebreaker of a match or standings, the spot kick will be taken from the half line of the field within the center circle. The shot will be "uncontested" (no goalkeeper or defender allowed).

Player and/or Team Official Suspensions

1. While the focus of the tournament is friendly competition and player development, a player or team official may be ejected for the game at the discretion of the referee if such action is deemed serious enough. A player, coach, or spectator ejected from a match will not be allowed to participate in the next match of tournament play. Ejections will be reported to appropriate state officials at the conclusion of the tournament in the post-tournament report.
The Tournament Committee may, at his or her discretion, increase the suspension, especially in cases of ejections for fighting, assault, or violent play.
2. Verbal abuse of referees, players, coaches or spectators is not tolerated.

Referees

1. All u12 thru u19 divisions will be assigned three man crews. The "8-a-side" divisions "may" be assigned one man crews.
2. All referee decisions are FINAL.
3. NO PROTESTS WILL BE ALLOWED.
4. At the conclusion of the match, the Field Referee will complete the scorecard in detail, and turn it in at the Tournament Headquarters, within thirty (30) minutes of completion of the match. The Tournament Committee will maintain and up-to-date list of all ejections during the tournament.

Appeals

1. All referee decisions are FINAL.
2. NO PROTESTS WILL BE ALLOWED.
3. The Tournament Director or Site Coordinator is empowered to make all decisions regarding competition during the tournament.
4. The decision of the Tournament Director/Site Coordinator is FINAL in all matters. No appeals will be allowed beyond that point.

Tournament Committee

Any questions should be directed to the Tournament Director/Site Coordinator, or during the tournament, to one of the Tournament Committee members, who can be accessed through field marshals.

Matters Not Provided For

The Tournament Director shall determine any matter not provided for in the tournament rules. In addition, the Tournament Director may amend the tournament rules when, in his or her judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament Director shall be final.

Contact the Tournament Director at RogerWSA@aol.com or leave a voice message at 918.629 4476.

For more information visit www.WSASoccer.org

Application deadline is August 15th, 2011.

The date the application is received will be considered in acceptance to the tournament.