

20th Annual Enid Sport Festival Tournament Rules

SITE OF TOURNAMENT & FACILITIES

The Tournament will be held at the Enid Soccer Complex on west Poplar in Enid, Ok.

The complex contains soccer fields, tournament headquarters, and complete scoreboard, parking areas and permanent concession stand with restroom facilities.

TYPES OF TEAMS

This tournament will host League, Club, Association teams, Tournament teams and Academy teams; but not Olympic Development Program (ODP) teams.

A tournament team is a classic team whose official league roster includes not more than three (3) guest players. Classic players may not play on Rec. teams. A classic guest player that plays on A Level Classic or traveling team may not play on a Classic B Level Team as a guest player.)

MATCH INFORMATION

Inclement Weather: In the event the tournament is canceled, either in whole or part, the Tournament Committee is not responsible for any expenses incurred by any team. However, a portion of the entry fee **may** be refunded after out-of-pocket expenses are deducted.

Team Pairings: The Scheduling Committee will seed teams according to information received on the tournament application. The Committee will make every effort to provide as wide a geographic variety of opponents as possible for each team participating in the tournament. We will take care to avoid, when possible, having teams who normally play each other in league play being paired to play each other in the tournament. (NOTE: After scheduling is completed and a team withdraws, there is no reseeding.) Classic A or B teams will be grouped in their own respective brackets

Types of Teams

Age Group Halves Match

<u>Division</u>	<u>Format</u>	<u>Ball Size</u>	<u>Duration</u>
U9, U10	8v8	4	2x 25 Minute Halves
U11	8v8	4	2x 30 Minute Halves
U12	11v11	4	2x 30 Minute Halves
U13-U19	11v11	5	2x 35 Minute Halves

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.

There are no overtime periods in the preliminary round (or in divisions without a championship match). In a Semi-Final or Championship matches that is tied at the end of regulation, the winner will be decided on "Golden Goal" (2 x 10 min). If there is not a winner after "The Golden Goal" then the game will be decided by FIFA penalty kicks

U9, U10, and U11 age divisions will play "8-a-side" format.
U12 thru U19 age divisions will play "11-a-side" format.

Awards

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

Team Criteria

Boys & Girls: 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 u9 and u10 divisions.

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 14 for u9 and u10 recreational. (No guest players allowed)

Maximum game roster size is 14 for u9 and u10 academy teams. (No guest players allowed)

Maximum game roster size is 14 for u12 recreational. (No guest players allowed)

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

Maximum game roster size is 18 for u12, u13, u14, u15, and u16 including guest players.

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

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

Match Scheduling Structure:

A minimum of (3) three scheduled matches are guaranteed to each team. The three matches will be round robin play within each group whenever possible. However, cross-play between groups may be necessary. One team from each bracket will advance to next round. (Team with the most points.) **Team Standings & Tie Breakers:** Team standings will be based on the following point system: **Win= 6 points; Loss = 0 points; Tie = 3 points; Shutout = 1 point.** In addition, each team receives one (1) point for each goal scored up to a maximum of three (3) points per match. In the event of a scoreless tie, each team will receive one (1) point for the shutout in addition to the three (3) points for the tie. If at the conclusion of group play, if two or more teams are tied, the group winner will be determined by the following:

1. Winner of "Head-To-Head" competition.
2. Highest Goal Difference (goals for minus goals against)
3. Team allowed least goals.
4. Team scored most goals.
5. Five (5) penalty kicks only.
6. Coin toss.

If a tie exists at the end of regulation playing time in a final match, a winner will be determined by an abbreviated playoff match consisting of two ten (10) minute overtime periods. If the score is tied at the conclusion of the mini-match, the winner will be determined by Penalty Kicks.

TOURNAMENT RULES

Rules of Play: The rules of the tournament will be the "Laws of the Game" as published by FIFA with those changes stated herein. Matches will be considered completed if one-half has elapsed and play is stopped by either the Field Referee, Commissioner of Referees or the Tournament Director. The score at stoppage of play will be the final score. If one-half has not elapsed and the match is stopped, every effort will be made to reschedule the match.

However, in the event that rescheduling is not possible and the match cancellation creates a situation whereby teams within the same division are unable to play an equal number of preliminary matches, the tournament points within a respective division will convert from total points to average points for all matches played. For Example:

Team A scored 22 points in 3 matches: Average points = 7.33 [Round to the nearest hundredth]

Team B scored 30 points in 4 matches: Average points = 7.50 [Round to the nearest hundredth]

The team with the highest average points will be the winner of the division. The same system will also be used to determine the wild-card team.

Forfeits: If a scheduled team does not report for play within five (5) minutes of the scheduled starting time, the match will be declared a forfeit. Forfeits will be scored at the conclusion of the qualifying rounds as follows:

A. The team which "wins by forfeit" will be awarded a score of 3 - 0.

B. For the purpose of awarding points, the team which "wins by forfeit" will receive six (6) points for the win and the goal points for the "goal(s) deemed scored". No additional points will be awarded for a shut-out.

Uniforms: All teams will have two sets of jerseys. All members of the same team must wear jerseys of the same color (except the goalkeeper who will wear a different and distinguishable color) and all shorts must be the same color. All players on a team must also wear the same color socks. Each player will be identified with a different number.

The **Home** team will be responsible for using an alternate color of shirt or socks, if necessary. The home team is the team listed first on the pairings in the qualifying rounds, and is the team listed on top of the bracket for the semifinal and final rounds. Players must wear the jersey number that is submitted on the roster and may not trade jerseys. All players must wear shin guards and have socks pulled up. "Slider pants" must be the same color as the shorts. For player equipment, refer to FIFA "Laws of the Game". Law IV.

Player Credential Check: Each team will present two copies of its final roster and guest player roster (if applicable) to the Tournament Director at the time of check-in. The Tournament Director will retain one copy of the roster(s) on file and will stamp the second copy of these documents with the Enid Soccer Club tournament stamp prior to the first match.

Field Credential Check: The coach will present his official tournament roster bearing the Enid Soccer Club tournament stamp, along with the player passes, to the Field Referee on the field prior to the match. The Field Referee will check the players and their passes against the official tournament roster and retain the player passes and the roster until the completion of the match. It is the responsibility of each Coach or Manager to retrieve the player passes and roster from the Field Referee after the match.

PROTESTS

No protests will be allowed during this tournament

MATCH RULES & TIMES

Length of Match: All preliminary matches will be as follow and will be subject to further adjustment for inclement weather. All final matches will be regulation length.

TEAM & PLAYER REQUIREMENTS

1. A player may play for only one team during the tournament.
2. Each team must have a certified league roster and guest player roster (if applicable) to be presented by the coach or Manager to the Field Referee prior to the start of the match. Player passes will be checked against the rosters. The Field Referee will keep the roster and player passes during the match.
3. If a player does not present a player pass at credential check, he/she cannot participate in that match.
4. If a player plays in a match and is not properly registered, his/her team will automatically forfeit that match. Depending upon the nature of the violation, the team may also face further disciplinary action by the Tournament Director.
5. If a team is unable to supply a valid league roster, it will be subject to forfeiting the match. The match may still be played if agreed to by both coaches. The match result will not count in the standings.
6. All player passes and rosters are to be returned to the Coach or Manager of the team at the conclusion of the match unless a player or Coach has been ejected for misconduct. It is the responsibility of the Coach or Manager to retrieve the player passes and roster from the Field Referee at the conclusion of the match.

TEAM DISCIPLINE

1. An ejected (red-card) player or Coach is ineligible for their team's next scheduled match. This includes red cards received in semifinal matches.
2. Any player who accumulates three (3) yellow cards in more than 2 games during tournament match play will be treated the same as having received a red card.
3. Any Coach who withdraws his team from the field during the match will receive a red card and his team will forfeit the match.
4. Any unruly spectator or coach will be asked to leave the match.
5. Any Coach, Manager or spectator who has been ejected from the match must remove himself out of "sight and sound" from the playing field within two (2) minutes of ejection, or risk the possibility of forfeiture to the opposing team.
6. Field Referees will note all prior ejection of players or coaches furnished by the Tournament Director before match time and ensure that any such ineligible players or coaches do not participate in the match. Field Referees will also notify the Commissioner of Referees of any yellow or red cards in the match completed by clearly noting them on the match form.

