

# Sport Fest Tournament Rules

## May 6 – 8, 2011

### SITE OF TOURNAMENT & FACILITIES

The Tournament will be held at the Enid Soccer Complex on west Poplar in Enid, Oklahoma. The complex contains soccer fields, tournament headquarters, a complete scoreboard, parking areas and permanent concession stand with restroom facilities.

### TYPES OF TEAMS

League, club or association 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. (A classic guest player that plays on A Level Classic or 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

### 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= 3 points; Loss = 0 points; Tie = 1 points; Shutout = 1 point.** In the event of a scoreless tie, each team will receive one (1) point for the shutout in addition to the three (1) 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, the winner will be determined by Penalty Kicks.

### TOURNAMENT RULES

**Rules of Play:** Except for changes stated herein, the rules of the tournament will be the FIFA Laws of the Game and USYSA Official Playing Recommendations (small-sided) for U8 to U12 teams (link: <http://www.usyouthsoccer.org/coaches/RulesSmallGames.asp>). Matches will be considered completed if one-half has elapsed and play is stopped by 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 1 - 0.

B. For the purpose of awarding points, the team which "wins by forfeit" will receive maximum points: three (3) points for the win plus an additional point for a shutout.

**Uniforms:** All team members 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 wear their white or lightest colored jerseys. The visitor team will wear their darkest colored jerseys. The visitor team will change jerseys or wear target jerseys if necessary to distinguish between the teams. 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.

## **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 (competitive and traveling recreational teams only) 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 (competitive and traveling recreational teams only).
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.

**PROTESTS**

Protests must be accompanied with a \$200 check, refundable if the protest is deemed valid by the tournament director or authorized tournament representative. The tournament director has the final say in any protest.

**MATCH RULES & TIMES**

Matches will be played in accordance with the table below. Match times may be truncated for inclement weather.

<b>Recreational</b>	<b>Players</b>	<b>Ball</b>	<b>Prelim duration</b>	<b>Final duration</b>	<b>Fee</b>
U8	4 v 4	3	2 x 20 min	2 x 20 min	\$250
U9-10	6 v 6	4	2 x 20 min	2 x 20 min	\$300
U11-12	8 v 8	4	2 x 25 min	2 x 25 min	\$375
U14	11 v 11	5	2 x 30 min	2 x 30 min	\$425
U16	11 v 11	5	2 x 35 min	2 x 35 min	\$450
U18	11 v 11	5	2 x 35 min	2 x 35 min	\$450
<b>Academy</b>	<b>Players</b>	<b>Ball</b>	<b>Prelim duration</b>	<b>Final duration</b>	<b>Fee</b>
U9-10	8 v 8	4	2 x 20 min	2 x 20 min	\$300
<b>Competitive</b>	<b>Players</b>	<b>Ball</b>	<b>Prelim duration</b>	<b>Final duration</b>	<b>Fee</b>
U11	8 v 8	4	2 x 25 min	2 x 25 min	\$375
U12	11 v 11	4	2 x 25 min	2 x 25 min	\$425
U13-15	11 v 11	5	2 x 30 min	2 x 30 min	\$425
U16	11 v 11	5	2 x 35 min	2 x 35 min	\$450
U17-19	11 v 11	5	2 x 35 min	2 x 35 min	\$450

**TEAM DISCIPLINE**

1. Any coach or player receiving a straight red card is disqualified from further participation with that, or any other team they are listed with as coach, manager etc., for the remainder of the tournament.
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 removing his team from the field of play for any reason not weather related, which the referee will have final say over, will forfeit the rest of their matches and be ineligible for semi-finals or finals competition.
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.