

# 2010 Festival de Futbol - Rules

Revised 09/25/2010

This tournament will follow USYSA guidelines except as modified herein. All players and coaches must be registered with USYSA through their State Association. The proper State Rosters, Player Passes, Medical Waivers, Guest Player papers and Travel Permits will be required at registration. All disputes, outside the field of play, will be ruled upon by the Tournament Directors, whose decisions will be final. Protests must be put in writing and turned in within one hour of the games end accompanied by a \$150.00 fee, refundable if protest is ruled in your favor.

1. **TEAM ACCEPTANCE** - The tournament committee reserves the right to accept or reject any team application. Once accepted by the Tournament Committee, the application fee is non-refundable.
2. **TEAM ELIGIBILITY** - This tournament shall be open to all teams comprised of properly registered youth organizations and are in good standing with USYSA state youth association. Teams not registered with the Oklahoma State Soccer Association (OSA) must provide travel permits at check-in.

Each team must provide the following at check-in (Check-in see below):

- Official State Roster x 2
- Player Passes/cards for traveling recreational teams
- Birth Certificates
- Medical waivers or registration forms

### 3. ROSTER LIMITATIONS –

U6-U8	Max 8
U9-U10	Max 12
Academy	FCSA Guidelines
U11-U12 (8v8)	14 which may include three guest players
U14	18 which may include five guest players

**No player is allowed to play on two teams in the same division.**

4. **PLAYER ELIGIBILITY** – All players must be legally registered by USYSA through their respective state association.
5. **AGE GROUPS** – Age groups will be as listed by USYSA with the August 1<sup>st</sup> cut off. Players will be permitted to play up in age.
6. **TEAM CHECK-IN** – All teams are required to attend the team check-in prior to the start of the tournament. Check-in will be held on Friday, October 8 from 5:30-7:30 PM at the NOKC Clubhouse. Any schedule changes or tournament details will be passed onto teams at this time. Please, check the website for tournament updates as well.

- 7. PRE-GAME PROCEDURE** – Teams will be checked in prior to the start of the tournament. The Tournament Director will have final ruling on any questions. Only during the pre-game procedure conducted by the referee may a player be challenged by an opposing coach. Challenged players will be noted on the game form, but will be allowed to participate in the game as long as they are on the official roster and have a valid player pass when applicable. For applicable age groups the coaches will provide player passes to the referee before the game. A player arriving to the fields after the pre game procedure will be allowed to play once they have been verified and with the permission of the center referee.
- 8. TEAM BENCHES** – The home team will be located on the South or East side of the field and the visiting team will be on the North or West side.
- 9. MATCH BALL** – Each team shall furnish a minimum of one game ball to the center referee. The center referee will decide which ball will be used during game play. U6-U8 will play with a size 3; U9-U12 will play with a size 4 ball; U-13 and higher will play with a size 5 ball.
- 10. UNIFORMS AND EQUIPMENT** – All player equipment and apparel is subject to referee approval and must conform to USYSA standards. Each team must provide matching uniforms or similar uniforms that do not resemble the opposing teams. The referee will have discretion on the uniforms. In the event that both teams are in the same or similar color, the referee may require the home team to change their jersey. Shin guards are mandatory for all players to be allowed to participate. War paint is encouraged
- SUBSTITUTIONS** – Substitutions may be made only with the referee’s permission and in accordance with standard USYSA and OSA age appropriate rules.
- 11. CAST/ORTHOPEDIC BRACES** – These devices must be soft and/or padded and may only be used at the discretion of the referee as long as they are not dangerous to other players.

**12. DURATION OF GAMES** – The duration of the games will be as follows:

<u>Age Group:</u>	<u>Duration:</u>	<u>Finals:</u>
U6-U8	10 minute quarter’s	12 minute quarter’s
U9-U10	25 minute half’s	25 minute half’s
Academy	25 minute half’s	25 minute half’s
U11-U12	25 minute half’s	30 minute half’s
U13-U14	30 minute half’s	35 minute half’s

- 13. OVERTIME** – There will be no overtime periods during pool play. During the knockout stages, all games tied after regulation will go to a maximum of 2 overtime periods and then will be followed with penalty kicks if the game remains tied. Overtime periods will consist of 5 minutes and will be played with a “Golden Goal” meaning once a goal is scored in OT the game is considered completed and the scoring team is the winner.
- 14. SHOOTOUTS** – In case of a tie in the knockout stages after overtime FIFA style penalty kicks will determine the winner.
- 15. FORFEITS** – Failure to complete a match, or a team leaving the field, during play will result in a forfeiture. No team that has forfeited a match will be allowed to advance or declared a bracket winner for advancement purposes. Winning teams as a result of a forfeiture will be automatically awarded a 3-0 win.
- 16. CONTROL OF SIDELINE CONDUCT** – Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of “THE LAWS OF THE GAME”. The site directors and referees have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary brought about by the tournament director or the tournament committee. Coaches are responsible for the behavior and actions of their spectators. If the referee or marshals feel like the spectators are disrupting the game they will instruct the coaches to control their spectators. A coach may be ejected for his/her own behavior or the behavior of their spectators. This suspension can range from one game through the entire tournament. If a coach is ejected the team must have at least one registered coach to continue playing. All teams are responsible for picking up the trash on their sideline after each game.
- 17. PROTEST** – Any protest will be ruled on by the Tournament Director. Protests must be put in writing and turned in within one hour of the games end and accompanied by a \$150.00, refundable if the protest is ruled in your favor. Under no circumstances will a referee’s decision, issuance of a yellow or red card or coach or team ejections be reviewed or overturned.
- 18. POST GAME PROCEDURE** – We ask as a mutual courtesy that both teams congratulate each other after every game. During this time any patches, pins, etc. can also be exchanged. The following procedures should also be used:
- The referee or field marshal shall return all player passes, with the exception of players or coaches being ejected. If a player/coach is ejected they will receive their player pass back at the end of the following game or following the entirety of their suspension.
  - Coach/manager will ensure that their sideline is clean of trash and debris.

**19. RED CARDS AND TEAM DISCIPLINE** – Any red carded player will automatically miss the next scheduled game, but depending on the severity and circumstances of the unacceptable conduct, the Tournament Director or Committee may recommend and extend suspensions up to the duration of the tournament. Any player receiving a red card will be escorted to the tournament headquarters until the conclusion of their game.

**20. POINT SYSTEM** – Tournament will be based on a 3 point scoring system:

- **3 points**      **Win**
- **1 points**      **Tie**
- **0 points**      **Loss**
- **-1 point**      **Each red card issued**

**21. TIE BREAKERS** – If at the conclusion of the preliminary rounds a tie breaker is needed the following criteria will be utilized:

- Head to Head (Not used if more than two teams are involved)
- Goal Differential (goals scored minus goals allowed with +/- 4 goal Differential Maximum per game)
- Most Shut-outs
- Most Goals Scored (Max 4)
- Fewest Goals Allowed
- Penalty Kicks
  - i. If more than two teams are tied the tie breakers will be used until one team is eliminated. Once one team is eliminated the tie breakers will start again from the top of the tie breakers.

**22. SHORTENING OF GAMES** – If unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these decisions in the best interest of the tournament.

**23. REFUND POLICY** – The Tournament Committee and/or host affiliate (NOKC Soccer Club) will not be held responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. If the tournament is cancelled due to inclement weather, acts of God or other acts beyond tournament control and prior to the commencement of the event then participating teams will be refunded a portion of their entry fee. Once the tournament begins (starting at team registration) there will be no refunds. Teams withdrawing after September 18, 2008 will forfeit entire entry fee. The Tournament Director, Tournament Committee or hosting organization, NOKC Soccer Club, 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.

**The Tournament Director' interpretation of the foregoing rules and policies as applied to any situation shall be final.**