

SLSC Tournament Rules

Tournament Entry Requirements

- a) Payment must be received prior to the registration deadline.
- b) Oklahoma teams must submit club-approved rosters, which will be verified through OSA by the Tournament Committee. Academy teams will have approved academy rosters.
- c) Notarized medical releases and player passes are required for all competitive teams. Academy teams will need rosters and medical releases, but player passes are not required.
- d) Guest players are required to have player passes and the appropriate documentation dictated by the State Association. There are no guest players for Academy teams. Competitive teams will be allowed 4 guest players as long as the maximum roster size is not exceeded.
- e) Teams outside the state of Oklahoma must submit the required USYSA travel papers and current roster approved by their state association.
- f) Tournament entry fees are not refundable in the event of a no-show. If a team withdraws from the tournament before the deadline, a refund may be given only if another team can be found as a replacement. Any team withdrawing after the tournament deadline will forfeit their tournament fees.
- g) No game will begin until all tournament entry requirements are satisfied.

Team Check-In

Local teams will have a mandatory check in on Friday night from 7-9pm. Teams traveling will be allowed to check in on Saturday morning from 6-9am. All teams must be checked in to participate.

- **Notarized Medical Release form for all players on roster (Academy does not need to be notarized)**
- **Guest Player form from your Home Association for all players not on roster (No Guest Players allowed for Academy)**
- **Permission to travel for all teams outside of Oklahoma**
- **Official Roster stamped by State or Country Association**
- **Official Player passes (Not Needed for Academy)**
- **OSA teams must have notarized medical release forms. Traveling teams outside of OSA do not have to have notarized medical release forms if their state association does not require them to be notarized.**

Schedules

- a) Team representatives are required to check game schedules at check in for any last minute changes. Every effort will be made to notify teams beforehand.
- b) Coaching Conflicts will be acknowledged to the best of our ability for those with multiple teams. However, coaches with more than 2 teams may need to identify an assistant coach.

Uniforms

- a) Teams are required to have alternate jerseys. All jerseys are to be numbered on the back in agreement with the roster. Goalie jerseys do not need to be numbered.
- b) All players are required to wear **appropriate** shin guards.
- c) The home team is listed first or on top in the schedule. **Both teams will sit on the same side of the field and parents from both teams will sit on the opposite side.** The home team will wear white (or light) jersey. In case of color conflict, the home team is responsible for changing to the light color that they were supposed to wear. Visiting team may not wear white to force the home team to change. In the event that the visiting team shows up in white, and the home team is in white, the visiting team will need to change. Each team must be prepared to provide a game ball to the referee prior to start of the game.

Team Warm-Up

NO WARM-UPS IN THE PENALTY AREA!!! Only the goalkeeper can enter the penalty area to warm-up
NO MORE THAN 5 MINUTES before kick-off.

Games

- a) Length of Games

<u>Age</u>	<u>Mini Games</u>	<u>Semi-Final/Final Games</u>	<u>Ball Size</u>
Academy and U11 (8v8)	25 minute halves	2 X 30 minute halves	Size 4
U12 (11v11)	30 minute halves	2 X 30 minute halves	Size 4
U13 – U14	30 minute halves	2 X 30 minute halves	Size 5
U15 – U19	30 minute halves	2 X 35 minute halves	Size 5

- b) 5 team brackets will all be played at the Mini game time length.
 c) Divisions with 2 brackets of 3 teams will be played as follows. After two games have been played, the top two teams in each bracket, by points, will advance to a semi-final game. The winner of the semi-final games will advance to the finals. The third team in each bracket, by points, will play each other in a consolation game.
 d) Semi-Final and Final games are the only Full Length Games.
 e) If a Semi-Final or Final game ends in a tie there will be two 5-minute overtimes played. This will be a golden goal OT. If at the end of the overtimes the game is still tied the winner of the game will be determined by FIFA penalty kicks.
 f) A game will be declared a forfeit if a team is not ready to play at the designated time.
 g) A game will be considered completed if terminated during the second half of play. An example would be inclement weather.

Scoring System and Tie Breakers

Team standings will be based on the following scoring system:

3 points for a Win
1 point for a Tie

- a) A game that is forfeited will be recorded as a 3-0 score and the winner will receive 3 points. The team forfeiting will be disqualified from the tournament.

Tie-breaker system is as follows:

- (1) Head-to-head
- (2) Goal differential (max 3 per game)
- (3) Fewest goals allowed
- (4) Most goals scored
- (5) Most shutouts
- (6) FIFA penalty kicks

Awards

- a) Team and individual awards will be given to the top two teams in each division.

Referees

- a) Referee decisions are final; no protests will be allowed.
 b) Oklahoma State Law prohibits verbal or physical assault of a referee. Violators of this law will be turned over to the authorities and charges will be filed.

Team Discipline

An ejected player or coach is ineligible to participate in the next scheduled game. Any ejected player or coach must leave the field immediately. Ejection for fighting will automatically result in the coach, parent or player(s) not being allowed to participate in the remainder of the Tournament. A player who accumulates three yellow cards in the tournament will serve a 1-game suspension for the next tournament game. Should a player receive a red card, that player must sit out the remainder of that game plus the next game. Should a player receive a second red card in the Tournament, that player will be suspended from the remainder of the Tournament. **In addition, any coach booked by a referee in two consecutive games will be ineligible to participate in the next scheduled game.** All red cards will be reported to your State Association, but no points will be deducted from the standings. The coach is responsible for controlling verbal and/or physical abuse of referees by his/her spectators. Such abuse will not be tolerated! Violations may result in forfeit of the game and/or expulsion from the tournament.

Weather

- a) In case of extreme heat the tournament will instruct the referees to give the players a short water break in each half. Players are not allowed to leave the field, but coaches may substitute players with the approval of the referee.
- b) In case of lightning, one long blast will signal everyone to leave the complex and wait in vehicles until everyone is cleared to take the fields again. (Two short blasts of the horn)
- c) Tournament entry fees are not refundable if inclement weather forces the cancellation of the tournament.
- d) If inclement weather causes a change in the schedule please call the tournament hotline number 405-794-PLAY (7529) for updates.

South Lakes Soccer Complex Rules

- NO PETS
- NO SMOKING
- NO ALCOHOL
- NO FIREARMS
- NO GLASS CONTAINERS
- ALL TEAMS ARE RESPONSIBLE FOR PICKING UP TRASH ON THEIR SIDELINE IMMEDIATELY FOLLOWING THEIR GAME. PLEASE HELP KEEP THE FACILITY CLEAN ON BOTH SIDES OF THE FIELD
- GATES TO THE COMPLEX WILL BE OPENED ONE HOUR PRIOR TO THE FIRST GAME

USSF Affiliates – Please Note:

“All teams and tournament participants must abide by the Oklahoma Soccer Association’s and US Youth Soccer’s policies, rules, & regulations and are subject to their disciplinary actions. All non USYS member teams wishing to participate in an “open” tournament will be required to provide proof of liability insurance paperwork indemnifying OSA from harm.”

Matters Not Provided For

Any matters not provided for shall be determined by the Tournament Director(s), whose decision will be final.

