

## **OEFC Winter Championships & Showcase presented by Oklahoma Ford Dealers**

The rules of play, except where provided herein, will be the USYSA and FIFA "Laws of the Game"

### **ELGIBILITY**

**Tournament Participants:** All teams must abide by the US Club Soccer Policies and rules and are subject to their disciplinary actions. All teams must have their official rosters, travel permissions forms, National Affiliation ID cards (for coaches and players), and Medical Release Forms approved at Team Check-In.

**Age:** Age groups will be in accordance with the USYSA age groups for the current seasonal year.

### **Team Roster:**

- U11 & U12 age groups will have a max of 14 players (Max 3 Guest Players)
- U13 & U14 age groups can have no more than 22 rostered players (Max 5 Guest Players)
- U15 - U19 age groups can have no more than 22 rostered players (Unlimited Guest Players)

### **GAME LENGTH / FORMAT**

U11 & U12: 9v9 30 minute halves

U13 & U14: 11v11 30 minute halves

U15 – U19: 11v11 40 minute halves

- All games will have a 5 minute half time

Due to the time allotted for games, all game clocks will run continuously. This includes during water breaks (if needed) and injuries (unless deemed by the referee that emergency personnel should attend to the player).

### **PROCEDURES**

1. All teams must have at least 2 jersey colors. HOME team will wear White / Light jersey. VISITOR will wear dark jersey. The team that is not in the correct color will be asked to change to their correct jersey.
2. Substitutions
  - a. Will be unlimited.
  - b. Substitutions will be allowed

- i. Prior to Kick-off by either team
- ii. Prior to Goal Kick by either team
- iii. Prior to a throw-in in your favor\*

\*In the event that both teams wish to sub and the team awarded the throw-in initiates a substitution, then both teams will be allowed to sub

3. Players wearing casts must have a written release to play from a doctor and the cast must be completely covered with padding and approved to play by the head referee of each game.

4. Any player with an open wound or blood on uniform must leave the field of play immediately. Players are not allowed to return to play until wound is treated, covered, and all blood is removed from uniform.

5. Forfeits:

a. A game shall be declared a forfeit by the Tournament Committee if a team is not ready to play within 10 minutes of the published start time.

b. A game shall be declared a forfeit if an ineligible player participates in the game. Any protests of an ineligible player must be reported in writing with (\$100) one hundred dollar cashiers check, money order, or cash deposit. Protest must be submitted BEFORE THE END OF THE GAME to the Tournament Field Headquarters.

c. Any team that has one forfeit will result in all games resulting in a forfeit. Any forfeit will be listed as a 4-0 loss

6. Inclement Weather / Lightning

- a. In the event that lightning is in the area, the tournament will immediately be suspended and everyone MUST return to their cars immediately. Play will be resumed when the Tournament Committee notifies participants that lightning has cleared the area. Teams are asked not to leave the complex while on lightning delay so that games may resume promptly once notified to return to play.

7. Refunds

a. In the event that the tournament is cancelled prior to the start – a 75% refund will be given to all teams.

b. No refunds will be given for tournament cancellation due to inclement weather once the tournament has begun.

c. No refunds will be given to a team that has been accepted once brackets are posted.

## **SCORING / TIE-BREAKERS**

Points will be awarded as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Tie-Breakers

1. Winner of head to head (In the event of a tie among 3 or more teams, this criterion will not be considered)
2. Most wins
3. Net Goal Difference (NGD): Team with the greatest net goal difference, which is computed as 'goals for' minus 'goals against' with a maximum of +4 NGD per game and a minimum of -4 NGD per game
4. Most goals
5. Kicks from the penalty spot per FIFA Laws of the Game

## **SUSPENSIONS**

1. An individual may receive more than a one-game suspension (i.e. if for violent conduct/fighting)
2. If a coach or team official is ejected from a game, from the point of ejection until the period of suspension is satisfied, the suspended individual must remain out of sight or sound of the playing field. The "sight and sound" rule may be invoked in the case of an ejected player, at the discretion of the referee or the Tournament Committee. At minimum, an ejected player must leave the player/bench area of the field and must remain silent for the duration of the game.
3. The referees may suspend play when necessary due to spectator interference until the individual(s) creating the disturbance leaves the playing area (minimum of 100 yards from the field). Said individual(s) shall remain silent for the duration of the game. Failure to observe this rule may result in forfeiture of the game as well as further disciplinary action.

In the event of inclement weather, Act of God, or other circumstances or conditions that are beyond our control, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully which may include, but not limited to: A game where the first half has been completed can be deemed complete. Games times may be shortened or eliminated. They can temporarily suspend or terminate the tournament.

The Tournament Committee shall determine any matter not provided for in the tournament rules. The decision of the Tournament Committee shall be final.

PLEASE MAKE SURE THAT ALL SPECTATORS ARE AWARE THAT THERE ARE **NO PETS** AND **NO SMOKING / VAPING** AND **NO ALCOHOL** ALLOWED IN ANY OF THE COMPLEXES.