

BROKEN ARROW SOCCER CLUB

RECREATIONAL TOURNAMENT RULES

Site of the Tournament and Facilities

The BASC Spring Recreational Tournament is the City of Broken Arrow's Indian Springs Sports Complex, located at 1300 South 145th East Avenue in South Broken Arrow. The complex contains soccer fields, a centrally located tournament control pavilion, complete scoreboard, areas for parking, multiple permanent concession stands (which include restroom facilities), covered pavilions for picnicking and a playground.

Team Warm Up

BASC and the City of Broken Arrow will not allow teams to warm up in the penalty areas of U-9 and above fields. This restriction includes Goalie warm up. Repeated infractions could result in the deduction of a team point, or expulsion from the Tournament.

Pets

Pets are not allowed at Indian Springs Soccer Complex.

Standard of Conduct

All participants in the tournament are expected to maintain high standards of conduct during their stay in Broken Arrow. Should it come to the attention of the Tournament Director that a person or persons failed to do so, the Director reserves the right to take remedial action. This action, depending upon circumstances, may range from a warning, a reduction in points in the current standings, or banning that team or all teams in its club from future participation in the tournament.

Team Criteria

The tournament will be open to all Boys & Girls Recreational type teams. (Academy teams will compete at U09 and U10 only.) No tournament teams will be accepted. Each player must be properly registered with a US Soccer Affiliate, and have a current player pass available for inspection in the age groups where they are required (U16 through U19). An approved copy of the team roster must be submitted at the time of registration. There will be no guest players allowed. Should any question arise, the Tournament Director will confirm player or team status.

U7 & U8 (4 a side – no sweeper/keeper), U9 & U10 (6 a side), U12 (8 a side), U14, U16, and U19 (11 a side), and U-9 and U-10 Academy Teams(8v8)

Team Selection Criteria

This tournament will be open for all U7 through U19 Boys & Girls Recreational teams and U-9 and U-10 Academy teams. This is a Recreational Tournament only.

Match Information

GCSA Rules of Competition will apply to all matches unless otherwise noted.

***** NOTE: This means every player will play at least 1/2 of every game.**

Incident Weather: IN the event the tournament is cancelled, 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 the expenses are deducted.

Team Pairings: The Scheduling Committee will seed teams according to team strength based on 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. The Committee 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.)

Match Scheduling Structure: Three (3) scheduled matches minimum is guaranteed to each team. (See Inclement Weather) The three matches will be round robin play within each group whenever possible. However, crossover games between groups may be necessary, if groups contain four teams or less. **Finals may** be played between the two teams with the most points in four team brackets and between bracket winners in the other divisions.

Team Standings & Tie Breakers: Team standings will be based on a three (3) point system:

Win: 3 points
Tie: 1 points
Loss: 0 points

If, at the conclusion of group play, two teams are tied, the group (or wild card winner) winner will be determined in the following order:

1. Winner of Head-to-Head competition.
2. Highest average goals scored (goals scored up to three per match divided by # of matches).
3. Lowest average goals allowed (goals allowed up to three per match divided by # of matches).
4. Highest goal difference (goals for minus goals against) with five goals maximum per match).
5. Penalty kicks.

If at the end of regulation playing time in a quarterfinal match, a tie exists, a winner shall be determined by “kicks from the penalty spot tiebreaker”, per FIFA. No overtime periods will be played in quarterfinal games.

If at the end of regulation playing time in a semi-final or final match, a tie exists, an abbreviated playoff match consisting of appropriate overtime periods for the age group involved will determine a winner. If the score is tied at the conclusion of the mini-match, the winner will be determined by “kicks from the penalty spot tiebreaker”, per FIFA.

Tournament Rules

Rules of Play: The rules of the BASC Recreational Tournament will be the ‘Laws of the Game’ as published by FIFA with those modifications stated herein. GCSA Rules of Competition will apply to all matches unless otherwise noted. USYSA Guidelines will apply in the U 7 through U 12 small-sided matches.

Matches: Each team will be scheduled to play a minimum of three (3) matches. The home team is listed first on the pairings in the qualifying rounds, and is the team on top in the brackets for the quarter/semi-final and final rounds. The home team sidelines location will be the East or North side of the field and the visiting team will be located on the West or South side of the field. Each team and its spectators will remain on its designated side of the field throughout the match. **Games maybe scheduled on any morning, evening or afternoon of the event. Request will be considered but the Tournament Committee is not obligated to honor those request.**

Playing Conditions:The Tournament Director will determine playing conditions. Teams will be expected to play regardless of weather. Only the Tournament Director may reschedule matches because of weather. In this event each coach must assume the responsibility of checking at the Tournament Headquarters or the BASC Website for reschedule information on the same day as the match is suspended.

Matches will be considered completed if one half has elapsed and the Field Referee, or the Tournament Director stops play. 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 the match cancellation creates a situation whereby teams within the tournament points are unable to play an equal number or 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 scores 22 points for 3 matches: Average Points = 7.33
Team B scores 30 points for 4 matches: Average Points = 7.50

(Average Points will be rounded to the nearest hundredth (0.00).)

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

Forfeits: If a scheduled team does not report for play within ten (10) minutes of the scheduled starting time, the match may be declared a forfeit. Forfeits will be scored at the conclusion of the qualifying rounds as follows:

1. The team that “wins by forfeit” will be deemed to have scored the average number of goals it actually scored in its other matches (up to a maximum of three (3) goals per match).
2. Goals deemed scored will be rounded to the nearest whole number. Decimals of .50 or greater will be rounded upward.
3. For the purpose of awarding points, the team that “wins by forfeit” will receive 3 points for the win and the goal points for the goals deemed scored.

Uniforms: All members of the same team must wear jerseys of the same color (except the goalkeeper who will wear a different and distinguishable color from either team and the Field Referee) 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. The home team is listed first on the pairings in the qualifying rounds, and is the team listed on top of the bracket for the quarter/semi-final 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. No player shall wear anything that is dangerous to him or other players, including but not limited to rings, earrings, watches, necklaces, etc. For player equipment, refer to FIFA “Laws of the Game”, Law IV for its entirety. **The Center Referee will make all determinations on whether a player’s cast or splint will be allowed for the game.**

Ball: Each team will provide the Field Referee with a suitable ball to choose from. U7 & U8 will use a size #3 ball. U9, U10 and U12 will use a size #4 ball. U14, U16 and U19 will use a size #5 ball.

Credential Check: All coaches must check in with the Tournament Committee at the designated check-in area at least 45 minutes prior to their first scheduled match with an approved team roster, (player passes where applicable) for approval by a Tournament Committee member. Failure to do so will result in disqualification. Coaches must have an approved league roster available for each game played in the tournament. **Team check in will also be available for all teams on Friday evening at the Indian Springs Complex.**

Awards: The first and second place teams in each age group will receive awards.

Team & Player Requirements

1. There will be no guest players allowed.
2. Each team must have a certified roster and player passes (where applicable) to be presented by the coach to the Tournament Committee at least 45 minutes prior to the start of the team’s first scheduled match.
3. Players and passes (where applicable) will be checked against the rosters. If a player does not present a player pass (U-16 to U-19) 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 the 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 roster it will be subject to forfeiting the match. The match may still be played, but only upon agreement by both coaches.
6. In case of forfeiture, for any reason, the score will be calculated at the conclusion of the qualifying rounds as outlined in the section above entitled “Forfeits”.
7. At the conclusion of the match, the Field Referee will complete the scorecard in detail and will turn it in at the Tournament Headquarters, within 30 minutes of completion of the match. The Tournament Committee will maintain an up-to-date list of all red and yellow cards issued during the tournament. A player that receives three (3) yellow cards will be prohibited from playing in the next scheduled game. A red-carded Player or Coach will receive an automatic one-game suspension and the Tournament Director will review continued participation. Field Referees will be notified if a team has an ineligible Player or Coach for their match.

Match Rules

Kickoff:

1. **Opposing teams are required to take opposite sides** of the field as outlined under “Playing Conditions”.
2. Kickoff will be at the time shown on the schedule. If a team is not ready to play within ten (10) minutes of the scheduled time the match may be considered a forfeit.

Length of Match: All matches will be regulation lengths as shown below, weather conditions permitting. The Tournament Director reserves the right to shorten games in the event of inclement weather. Overtime and penalty kick tiebreakers will only apply in the quarter/semi-final and final games.

<u>Age</u>	<u>Length of Halves</u>	<u>Overtime Periods</u>
U07	20 minutes	Two 5 Minute Halves
U08	20 minutes	Two 5 Minute Halves
U09	25 minutes	Two 5 Minute Halves
U10	25 minutes	Two 5 Minute Halves
U12	30 Minutes	Two 5 Minute Halves
U14	35 Minutes	Two 5 Minute Halves
U16	40 Minutes	Two 5 Minute Halves
U19	40 Minutes	Two 5 Minute Halves
U-9 Academy	25 Minutes	Two 5 Minute Halves
U-10 Academy	25 Minutes	Two 5 Minute Halves

Player Substitutions:

U07 THROUGH U08 Substitutions shall be permitted approximately halfway through the half of every game (Quarters). Each coach may then substitute as many players as desired. Substitutions may also be permitted as follows:

1. At half time.
2. To replace any player for health or injury reasons.
3. For a player who has received a yellow card, at the discretion of the Coach and with permission of the Field Referee.
4. To allow a player who has left the game due to a minor injury to return to the game, as soon as possible, replacing the same player who replaced him/her.

U09 through U19: Substitutions may be made with the consent of the Field Referee at the following times:

1. Prior to a throw-in in your favor.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. When the Field Referee approves an injury substitution by one team the opposing team may substitute an equal number of players.
5. At half time.
6. When the Field Referee stops play to caution player(s) the cautioned player(s) may be substituted prior to the restart of the match. The opposing team may also substitute an equal number of players.
7. No substitution is allowed for a red-carded player.
8. No player can leave the field of play without the consent of the Field Referee.
9. Players must enter and leave the field from their team's side at half line.

Team Discipline

1. The Tournament Committee will uphold all suspensions of players and/or coaches, as appropriate
2. An ejected (red-carded) player or coach is ineligible for their team's next scheduled match. This includes quarter/semi-final and final matches.
3. Any player who receives two (2) yellow cards in one match will be treated the same as having received a red card.
4. Any player who receives an accumulation of three (3) yellow cards during tournament match play will be treated as having received a red card.
5. **Each player or coach who becomes ineligible for his/her team's next match under #1, 2, or 3 above will cause his/her team to lose one (1) point in the tournament standings for each red card or equivalent that he/she receives.**
6. The team's coach is responsible for the actions of his/her spectators. Verbal abuse of referees, players, or spectators will not be tolerated. Violation may result in forfeiture of the match and/or expulsion from further play.
7. Any coach, trainer, manager, or spectator who has been ejected from the match must remove himself/herself 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.
8. Any coach, or trainer, who withdraws his/her team from the field during the match, will receive a red card and his/her team will forfeit the match.
9. Field Referees will note all prior ejections of players, coaches, or trainers as furnished by the Tournament Director before the match time and ensure that any such ineligible player or coach do not participate in the

- match. Field Referees will also notify the Referee Assignor of any yellow or red cards in the match just completed by clearly noting it on the match form turned in at the Referee Headquarters.
10. The Tournament Director will make note of the card(s) issued and the offenses in order that a written report may be made to the player or coaches respective club, league or association for further action if needed.
 11. The use and consumption of any alcoholic beverages immediately before, during or immediately after the playing of any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition will be subject to disciplinary action and/or suspension by the Tournament Director. No glass containers or alcohol is allowed in the Indian Springs Sports Complex.

Team Protests and Appeals

No protests or appeals will be allowed unless the rules of the match are proven to have been misapplied by the Field Referee. In which case, the Tournament Director and the Referee Assignor will determine whether or not such action materially affected the outcome of the match. If, in their opinion, the outcome may have been materially affected, they may take whatever remedial action they deem appropriate. No judgment calls may be protested.

Match Officials

1. The Referee Assignor will be responsible for procuring and assigning all tournament Field Referees, with the appropriate number of referees, for each match.
2. All referees and assistant referees who officiate will be licensed and in proper uniform.
3. Field Referee instructions regarding tournament rules will be the duty of the Referee Assignor.
4. Field Referees and assistant referees will be paid at a rate to be determined by the Tournament Committee.

Tournament Director

It is the responsibility for the Tournament Director to understand and employ these rules in a manner consistent with fair play and the spirit of the game. For issues not specifically addressed herein, and/or for issues that become subject to interpretation, all decisions made by the Tournament Director are final and binding.