

# **BASC LABOR DAY INVITATIONAL TOURNAMENT RULES**

## **Site of the Tournament and Facilities**

The Labor Day Invitational will be held at Broken Arrow's Indian Springs Sports Complex, located at 13600 South 145<sup>th</sup> 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 children's playground.

## **Pets**

Pets will not be allowed at Indian Springs Soccer Complex.

## **Standards 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**

Boys & Girls: U11, U12, U13, U14, U15, U16, U-17, U-18 and U19 Competitive teams or U9 and U10 Academy teams.

## **Types Of Teams**

League, Club, and Association teams, but not Olympic Development Program (ODP) teams. A tournament team is a regular league team whose tournament roster includes not more than three (3) guest players. Maximum team size is 14 players in the Academy and U-11 division, and 18 players in U12-16 age divisions, including guest players; however there are no guest players allowed for Academy teams. The maximum team size is 22 players in the U-17 through U-19 divisions, including guest players.

**Any teams wishing to participate in the tournament that are not US Youth members will be required to provide proof of medical & liability insurance. Any team that cannot provide such proof will be required to purchase the Oklahoma Soccer Association's event insurance.**

## **Team Selection Criteria**

A team selection committee will determine the teams that receive invitations. Teams invited to participate in the tournament will be selected on the basis of relative strength of teams (taking into consideration win and loss records, difficulty of schedules, strength of opponents and placement of individual players on ODP teams) and geographic balance. Accepted teams will be posted on the website at [www.brokenarrowsoccerclub.org](http://www.brokenarrowsoccerclub.org) as soon as possible after the application deadline.

## **Match Information**

### **Team Warm Up:**

## **BASC and the City of Broken Arrow do not allow teams or goalies to warm up in the penalty area of the fields.**

**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 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 tournament 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 are guaranteed to each team. 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 will be played between the two teams with the most points in four team brackets and between the bracket winners in the other divisions.

**Performance Bond:** A Performance Bond is required for entry in the tournament. This \$100 check will be held and not deposited pending a team's behavior and attendance in the tournament. Any behavior by a team or its fans deemed by the tournament Director to be inappropriate or forfeit of a game for any reason will forfeit their Performance Bond. The checks for teams in good standing at the end of the tournament will be destroyed. No checks will be returned.

**Team Standings & Tie Breakers:** Team standings will be based on a ten 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 two or more teams from the same pool qualify for Championship round matches, every effort will be made to ensure that those teams are not matched against one another for the initial round of Championship play. **No Guarantees.**

If at the end of regulation playing time in a quarterfinal match, a tie exists; a winner shall be determined by penalty kicks, 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 age appropriate mini-match will be played. If, at the conclusion of the mini-match, a tie still exists, the winner will be determined by penalty kicks per FIFA.

## **Tournament Rules**

**Rules of Play:** The rules of the BASC Labor Day Invitational Tournament will be the 'Laws of the Game' as published by FIFA with those modifications stated herein. ***All teams and tournament participants must abide by the Oklahoma Soccer Association's and US Youth's policies, rules and regulations and are subject to their disciplinary actions.***

**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.

**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 been elapsed and the Field Referee, Referee Assignor, or the Tournament Director stops play. The score at stoppage of play will be the final score. If one half has not elapsed when the match is stopped, and a reschedule of the match is not permitted, the score will be recorded as a 0-0 tie.

**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**). Goals deemed scored will be rounded to the nearest whole number. Decimals of .5 or greater will be rounded upward.
2. For the purpose of awarding points, the team that “wins by forfeit” will receive 3 points.

**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 or socks, if necessary. 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. “Sliders” must be the same color as the shorts. No player shall wear anything, which 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.

It will be the Center Referees judgment before each match whether to allow cast or splints.

**Ball:** Each team will provide the Field Referee with a suitable ball to choose from. U11-12 will use a size #4 ball, and U13-19 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, & notarized medical releases for each team member & guest player, for approval by a Tournament Committee member. Failure to do so will result in disqualification.

**Awards:** The first and second place teams in each age group will receive awards in the form of medals.

### **Team & Player Requirements**

1. Academy and Under 11 teams will consist of no more than 14 players on each team, & under 12-16 teams will have no more than 18 players per team. U-17 through U-19 teams will have a maximum of 22 players. All teams U11-U19 will be allowed three (3) guest players. Academy teams may not have guest players.
2. Each team shall be required to provide a certified roster, player passes, & notarized medical releases for each team member & for each guest player 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. Players and passes will be checked against the rosters.
3. If a player does not present a player pass 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, including winning coach's signature, and turn it in at the Tournament Headquarters, within thirty (30) minutes of completion of the match. The Tournament Committee will maintain and up-to-date list of all ejections & cautions during the tournament. A player that receives two (2) cautions in the same match will be prohibited from playing in the next scheduled game. A player that is ejected will receive an automatic one-game suspension. Field Referees will be notified if a team has any ineligible players 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 preliminary matches will be shortened 10 minutes from the regulation length, subject to further adjustment for inclement weather. All semi-final and Championship matches will be regulation length.

**Player Substitutions:** 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 an ejected 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. An ejected player or coach is ineligible for their team's next scheduled match. This includes quarter/semi-final and final matches.
2. Any player who receives two cautions in one match will be treated the same as having received an ejection.
3. Any player who receives an accumulation of three cautions during tournament match play will be treated as having received a red card.
4. Each team will lose one (1) point in the tournament standings for each red card or equivalent received.
5. 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.
6. 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.

### **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.