



2016 Oklahoma Mazzio's Italian Eatery Tournament of Champions Cup (Formerly Governor's Cup)

Purpose

The Oklahoma Tournament of Champions Cup is being held for those ages Under 10 – Under 19 recreational teams both boys and girls for competition.

Eligibility

A. The Oklahoma Tournament of Champions (TOC) Cup is open to any recreational team that is currently playing in an **OSA ORL Fall 2016 League** and is registered and in good standing with the Oklahoma Soccer Association.

Guest, Secondary or CPP players are not eligible.

League-[State Roster Freeze Date is Friday, October 7, 2016.](#)

B. All teams wishing to play in the Oklahoma TOC Cup must be registered by Friday **October 7, 2016.**

1. Tournament of Champions Cup application online only with payment.
1. Referee fees are included in the application fee.

Seeding

Tournament of Champions Cup seeding will be done utilizing information on the application and team history.

Scheduling

A. OSA will prepare all schedules for the Mazzio's Italian Eatery Tournament of Champions Cup.

B. In the event there is an odd-number of teams in a division (with more than 5 teams entered), the State Tournament Committee will evaluate the bracket and determine the best format.

C. Rec Select teams will be placed in a Rec Select bracket when there are enough teams that have applied in the age division to form the bracket.

Tournament Check-in

A. Team check-in will be Saturday, October 15, 2016 from 7:00 am to 12 pm noon at the tournament site to be posted on the OSA Tournament web site.

B. The following documents must be available for check-in:

1. An approved Official League Roster with jersey numbers. Coaches must have either a copy of the registration form with the medical release information on it or a separate medical release for all players. All player information MUST EXACTLY match the information on the approved league roster.
2. Coaches must have access to a copy of each player's birth certificate in case age verification is required.
3. USYS Player Passes for all players ages U11 through U19. The Player Passes must have a player's picture on it and be laminated. The Got Soccer electronic pass will also be acceptable as long as there is a picture on the pass.
4. Final schedules will be posted online.
5. All teams will be required to check in one hour prior to your first scheduled game at the tournament headquarters.

Referees

A. The State Coordinator of Assignors and/or his designee will assign all referees for the Oklahoma Tournament of Champions Cup. Referee fees for all preliminary games are included in the entry fee for the tournament.

Rules of Competition

A. Length of Match, Overtime, Ball Size, Number of Players, Roster size

Age U10

<u>Match Length</u>	<u>Overtime</u>	<u>Ball Size</u>	<u># of Players</u>
25 min halves	2 – 5 min periods	4	7 v 7

Age U12

<u>Match Length</u>	<u>Overtime</u>	<u>Ball Size</u>	<u># of Players</u>
30 min halves	2 – 5 min periods	4	9 v 9

Age U14

<u>Match Length</u>	<u>Overtime</u>	<u>Ball Size</u>	<u># of Players</u>
35 min halves	2 – 10 min periods	5	11 v 11

Age U16

<u>Match Length</u>	<u>Overtime</u> (Semi & Finals only)	<u>Ball Size</u>	<u># of Players</u>
35 min halves	2 – 10 min periods	5	11 v 11

Age U19

<u>Match Length</u>	<u>Overtime</u> (Semi & Finals only)	<u>Ball Size</u>	<u># of Players</u>	<u>Roster Size</u>
40 min halves	2 – 10 min periods	5	11 v 11	22 (18 dressed)

B. Preliminary matches may end in a tie; overtime will only be played for Quarterfinal (if applicable), Semifinal and Final matches. If matches are still tied after the overtime periods, FIFA kicks from the penalty mark will be used to determine a winner.

Substitutions for U10's and U12's are unlimited and may be taken at any stoppage. Substitutions for U13 through U19 are by USYS policy and teams may substitute on either teams throw in.

Determination of Winners

A. Scoring Method in Round-Robin

1. In preliminary round-robin games, team standings shall be determined by accumulation of points awarded as follows:

Win (including forfeit)	3 points
Tie	1 point
Loss	0 points

2. There will be no overtime played during the round-robin portion of the tournament.

B. Advancement

1. The team earning the most points in each group will advance to the next round of the tournament. In divisions of 3 brackets or more, the team with the most points after the group winners are declared will advance as the wildcard.

2. If, in the first round of the championship series, the predetermined pairings result in two opponents from the same bracket, realignment of the pairings will be made.

C. Tiebreakers

1. In the event teams are tied on the basis of points, the following tiebreakers will be considered in order until the tie is broken:

- (a) Winner of head to head competition
- (b) Most wins.
- (c) Team with greatest net goal difference (NGD) which is computed as 'goals for' minus 'goals against' with a maximum of 3 NGD per game.
- (d) Team with the least goals against (no limit)
- (e) Team with most goals for (maximum of 3 goals per game)
- (f) Kicks from penalty spot per FIFA law.

2. More than two teams tied

- (a) If more than two (2) teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at 1(a) above, until the tie is broken.
- (b) If three (3) teams are still tied, after computing the listed tiebreakers, the winner shall be determined by the drawing of lots conducted by the tournament chairman or their designated official in an open and public manner.

The same tiebreakers will be used to determine wild card teams.

3. Group winners or group winners and one wild card will advance to semi-final rounds as indicated in the group pairings for each Age/Sex Division of the Tournament.

4. In elimination, semi- or final-round matches, tie games will not be permitted. Overtime and kicks from the penalty mark, if necessary, will be used to determine a winner in each match.

D. Forfeiture Rule - In the event a team in round-robin competition forfeits any match, the official game scores for all of that team's games will be recorded as 3-0 losses. A forfeit will be declared if a team fails to appear within 10 minutes after the scheduled game time with at least seven players. A team that forfeits a match will be considered to have withdrawn from the tournament and will forfeit all applications fees and performance bonds.

E. Unfinished Games - An unfinished game due to any cause shall be replayed providing neither team is at fault and play has not begun in the second half. If play is stopped after completion of the first half, and cannot be resumed as determined by the Tournament Chairman, and provided neither team is a fault, the Tournament Committee may deem the game complete. Should play be stopped at any time due to one of the teams being judged at fault, it shall be at the discretion of the Tournament Committee as to whether the game is to be replayed, stand as is, or declared a forfeit.

Send Offs and Unserved Send Offs

A. Any player or coach sent off during the Tournament of Champions Cup will be ineligible to participate in the next Tournament of Champions Cup or league match for that team. All cautions and send offs as noted on the game form by the referee of the game will be reviewed by the Tournament Committee and further disciplinary actions may be taken. Any person instructed to leave the complex will not be permitted to return that day.

B. Any player or coach who is sent off in their last Tournament of Champions Cup match is ineligible to participate in the first match of a State tournament the following year.

Game Cards

Referees will present the Referee's Game Report to both coaches following a match for their signatures. The referee or one of the assistant referees is responsible for turning in the match report to the Tournament Committee.

Roster Freeze Date

All Governor's Cup team rosters will be frozen on Friday, October 7, 2016. This means no player additions or transfers are allowed after this date.

Team and Match Responsibilities

A. Be at the field ready to play at the designated time.

B. First team listed is the home team. Home team is to change jerseys and/or socks if a conflict exists.

C. Team players and coaches will sit on the designated side of the field. All spectators will sit on the opposite side of the field. Only rostered players, coaches, and a team manager will be allowed on the team side.

D. Both teams are to provide a match ball to be selected by the referee.

E. Referee's match report will constitute the official record of the match. A team representative must sign the report following the completion of each match.

F. All players' jerseys, including goalkeepers, must be numbered according to the roster approved at check-in.

G. Please leave your team area clean.

All teams advancing to the final matches must have a photograph taken by the official tournament photographer.

Any situation not covered by these rules shall be decided by the Tournament Committee and shall be final.

Protest:

A. Validity

1. All protests relating to the ground, goal posts, bars or other appurtenances of the games shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.
2. All protests must be filed with the Tournament Director or his/her representative within two hours of the completion of the game in protest and include:
 - a. A fee in the amount of \$500. This fee may be in cash, cashier's check or money order.
 - b. Personal checks will not be accepted. Checks or money orders must be made payable to Oklahoma Soccer Association.
 - c. Ten written copies of the protest, which must include full particulars of the grounds on which the protest is lodged.
 - d. Ten written copies of any information to be presented by witnesses.

B. Timing

1. Game Situations

- a. All protests must be received by the Tournament Director or his/her or designee within two hours of the completion of the game being protested.

2. Non Game Situations

- a. All protests must be received by the Tournament Director within two hours of completion of the last game in the bracket or division in question, whichever is latest.

C. Procedures

1. The Committee shall immediately upon the receipt of a protest notify the team against which the protest is made and shall give a copy of the protest and all particulars to that team, which will then have the right to defend its case, with or without witnesses.
2. A plea of ignorance to the rules and regulations of the Mazzio's Italian Eatery Tournament of Champions Cup Rules is not sufficient grounds for protest. Judgment decisions of the referee are not subject to protest.
3. The Committee shall compile the necessary information to hear the protest, from all available sources before the protest is heard. This shall include, if possible, coaches, field marshals, referees, assessors, witnesses if necessary, etc. All materials will be treated with confidentiality.
4. After compiling the necessary information, the committee will meet to conduct the protest hearing. The decisions of the committee shall be binding on all parties.
5. The OSA Tournament committee will notify the parties of the committee's decision.

XVII Appeals

A. The decisions of the OSA Tournament Committee and the OSA Tournament Conduct and Protest Committees may be appealed to the OSA Tournament Appeals Committee. The appellant shall bear the burden of showing that the decision being appealed is clearly erroneous. No new evidence may be presented to the Appeals Committee unless circumstances have materially changed, or new facts are discovered that were unavailable at the time of the original hearing.

1. An appeal must be filed with the Chairman of the Appeals Committee or their representative within two hours of notification of the Conduct or Protest Committees decision and include:

- a. A fee in the amount of \$500. This fee may be in cash, cashier's check or money order.
- b. Personal checks will not be accepted. Cashier's checks and money orders must be payable to Oklahoma Soccer Association.
- c. Ten written copies of the appeal.

2. Ignorance

- a. A plea of ignorance to the rules of the competition is not sufficient grounds for appeals or protests.

3. Judgment Decisions