

2018 Target United Cup Tournament

Purpose

The Target United Cup is being held for those ages 6U through 19U Recreational, Recreational Select or Academy teams for competition. The 6U teams will play a Festival format.

Eligibility

A. The Target United Cup is open to any recreational team that is currently playing in any US Soccer affiliated organization and is registered and in good standing with their governing association.

Secondary or CPP players are not eligible for this competition.

Guest Players are eligible. Please see the Target United Cup Guest Player Policy below:

Target United Cup GUEST PLAYERS POLICY AND PROCEDURES Spring 2018

1. Home club policies are adhered to concerning releasing a player for guest play.
2. Teams shall only use guest players that are appropriate to the age group.
3. Guest player forms are to be completed on-line using OSA's web site www.oksoccer.com [Tournament Guest Player form](#)
- 4. A registered competitive player, from any US Soccer affiliate, may not guest play with a recreational team in this tournament.**
5. The number of guest players allowed for each age division is listed below. **Team rosters may not exceed maximum roster limits set by US Soccer. Rostered players may not be excluded from playing in the Target United Cup to make room for guest players.**

5U-6U teams may have a maximum of one guest player

7U-8U teams may have a maximum of one guest player

9U-10U teams may have a maximum of two guest players

11-12U teams may have a maximum of three guest players

13-19U teams may have a maximum of four guest players.

6. Approved guest players will need the following documents for Target United Cup team check in:

- a. Current U.S. Youth player pass for all players 11U through 19U.
- b. Signed medical release form
- c. Guest Player permission form filled out and printed from OSA website.
- d. US Soccer Affiliate Approved Recreational Roster that guest player is rostered on

B. All teams wishing to play in the Target United Cup must be registered by Saturday **May 11, 2018. Registration is** online only.

Seeding

Target United Cup seeding will be done utilizing information on the application and team history.

Scheduling

A. The Tournament Committee will prepare all schedules for the Target United Cup.

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

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

Tournament Check-in

A. Team check-in will be Saturday, May 19th 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 from any US Soccer Affiliate. 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, US Club, AYSO or USAAA Player Passes for all players ages 11U through 19U. **The Player Passes must have a players 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 Tournament Assignor and/or his designee will assign all referees for the Target United 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 on field

Age 6U

<u>Match Length</u>	<u>Overtime</u>	<u>Ball Size</u>	<u># of Players</u>
4- 8 minute quarters	None-Festival	3	4V4

Age 8U

<u>Match Length</u>	<u>Overtime</u>	<u>Ball Size</u>	<u># of Players</u>
4- 8 minute quarters	2 – 5 min periods	3	4V4

Age 10U

<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 12U

<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 14U

<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 16U

<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 19U

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

B. Preliminary-Bracket 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 are unlimited at any stoppage of play for all ages!

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 Director, and provided neither team is at 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 Target United Cup will be ineligible to participate in the next Target United 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.

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.

Team and Match Responsibilities

- A. Be at the field ready to play at the designated time.
- B. First team listed is the home team. The home team will wear lightest color jersey. The visiting team will wear the dark jersey. Unless agreed upon by both coaches, the team not wearing the correct uniform will be required to change.
- 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. The jersey numbers will be on the back of the shirt and at least 4 inches high.
- G. Please leave your team area clean.
- H. **There is a 50% play rule for all players in the Target United Cup**
- I. **Players are eligible to play for only one team in the tournament.**

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.

ADDENDUM B

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 and final.
5. The Target United Cup Tournament committee will notify the parties of the committee's decision.