



## Oklahoma Mazzio's Italian Eatery Tournament of Champions Cup Recreational and Academy State Tournament

### **Purpose**

The Oklahoma Tournament of Champions Cup is open to team ages 6U through 19U Recreational and Recreational Select teams for competition. 6U teams will play a Festival format. Academy competition is offered for 7U-10U ages.

### **Eligibility**

The Oklahoma Tournament of Champions (TOC) Cup is open to any recreational or academy team that is currently playing in an **OSA ORL or Academy Fall** league, registered and in good standing with OSA.

Secondary or CPP players are not eligible.

Guest Players are eligible in some cases. Please see the Tournament of Champions Guest Player Policy at: [www.ozasoccer.com](http://www.ozasoccer.com)

US Soccer, US Youth and OSA Roster Limits are in effect.

**Rosters will be frozen at 9:00 AM on the Monday before the tournament begins.**

B. All teams wishing to play in the Tournament of Champions must be registered by September 30<sup>th</sup>.

1. Tournament of Champions Cup application is available online with payment due at application.

### **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 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 morning of the first day of the tournament from 7:00 am to 12:00 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 11U through 19U. **The Player Passes must have a player's picture on it and be laminated.** The Got Soccer electronic pass will also be acceptable if there is a picture on the pass.
4. Final schedules will be posted online.
5. All teams are 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 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 for 10U and 12U are unlimited and may be taken at any stoppage. Substitutions for 13U through 19U are by USYS policy except that teams may substitute on either team's 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 based on 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 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 the Monday before the first game of the tournament at 9:00 AM. 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. 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 Tournament of Champions.

**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 A

### **Tournament of Champions GUEST PLAYERS POLICY AND PROCEDURES**

A Tournament of Champions Guest Player is defined as a player currently registered with OSA(USYS). And not on the team entering the Tournament.

The use of guest players shall be in accordance with the following procedures:

1. Local 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](http://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 Oklahoma Soccer Association. Rostered players may not be excluded from playing in the Tournament of Champions 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 Tournament of Champions team check in:

- a. Current U.S. Youth player pass for all players 11U through 19U.
- b. Signed medical release form
- c. Guest players need to be added to the tournament roster using the guest player button in the event roster.  
*\*Guest Player(s) must be added to Got Soccer (roster) prior to submitting paperwork.*
- d. Guest Player permission form filled out and printed from OSA website.

7. Recreational teams can use guest players for the Tournament of Champions.

8. **Recreational Plus-Select and Academy teams will not be allowed to use Guest Players for the Tournament of Champions.**

## **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 details 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 details 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.

## **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

- a. Judgment decisions of the referees are not subject to appeal or protest.