

## **2011 Oklahoma Mazzio's Italian Eatery Governor's Cup**

### **1. Purpose**

The Oklahoma Governor's Cup is being held for those ages Under 12 – Under 19 recreational teams both boys and girls for competition.

### **2. Eligibility**

A. The Oklahoma Governor's Cup is open to any recreational team that is registered and in good standing with the Oklahoma Soccer Association

B. All teams wishing to play in the Oklahoma Governor's Cup must submit the following documents to the OSA - Tulsa office by the posted due date of **April 1, 2011**

1. Governor's Cup application (online )
2. An official team roster stamped by the home club and country.
3. A team check (or online registration) for the entry fee before April 1, 2011. Referee fees are included in the application fee.

### **3. Seeding**

Governor's Cup seeding will be done utilizing information on the application and team history.

### **4. Scheduling**

- A. OSA will prepare all schedules for the Mazzio's Italian Eatery Governor's Cup.
- B. A Gold and Silver division will be created, if possible, to encourage competitive play. Each team will be invited to determine its preference, which the Tournament Committee will honor, unless circumstances suggest such division(s) are not appropriate.
- C. 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.

### **5. Tournament Check-in and Friday night meetings for Coaches at The Claremore Community Center. 2301 N Sioux Claremore, OK 74017.**

- A. Team check-in will be Friday, April 15 from 6pm to 7:30pm. Followed by a coaches/managers' meeting from 7:00pm to 8:00pm.
- B. The following documents must be available for check-in:
1. An approved 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.
  2. Coaches must have access to a copy of each player's birth certificate in case age verification is required.

3. Stamped USYS Player Pass (where applicable) or copy of player registration form for each eligible player. All player information **MUST EXACTLY** match the information on the approved league roster.
4. Team packets with final schedules will be given out at this meeting.
5. Any team not checked in Friday night will be required to check in one hour prior to your first scheduled game at the tournament headquarters.

## **6. Referees**

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

B. All referees are required to attend a referee meeting on Friday, April 15 from 7pm to 8pm. Meeting will cover rules of competition and tournament schedules may be distributed.

## **7. Rules of Competition**

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

### **Age U12**

<b><u>Match Length</u></b>	<b><u>Overtime</u></b>	<b><u>Ball Size</u></b>	<b><u># of Players</u></b>
30 min halves	2 – 5 min periods	4	8 v 8

### **Age U14**

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

### **Age U16**

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

### **Age U19**

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

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 U11 and U12's are unlimited and may be taken at any stoppage.**

**Substitutions for U13 through U19 are by USYS policy.**

## **8. 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 case two or more teams accumulate an equal number of points within any group, the following tiebreakers will be considered in order until the tie is broken

- a) Winner of head-to-head game unless a three-way tie exists;
- (b) is used first if this happens
- (c) Most wins
- (d) Team with greatest net goal difference (NGD) which is computed as 'goals for' minus 'goals against' with a maximum of 3 NGD per game
- (e) Team with most goals for (no limit)
- (f) Team with the least goals against (no limit)

2. The same tiebreakers will be used to determine wildcard teams.

3. If two (2) teams are still tied after computing all of the listed tiebreakers, the result shall be decided by kicks from the penalty mark in accordance with the FIFA procedure. The coach shall make player selection for such kicks from the team's eligible roster independent of any other game lineup.

4. If more than two (2) teams are tied at the end of the preliminary round, the tiebreaker criteria listed will be used in order shown, beginning at [a., (2)], to either advance or eliminate one team. When two teams remain they will then be compared, beginning again with criteria [a., (1)] above to determine the ultimate placement.

5. 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.

**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.

**9. Send Offs and Unserved Send Offs**

A. Any player or coach sent off during the Governor's Cup will be ineligible to participate in the next Governor's Cup match or Region III Governor's Cup 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 Governor's Cup match is ineligible to participate in the first match of a State tournament the following year.

**10. 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.

**11. Roster Freeze Date**

All Governor's Cup team rosters will be frozen on Friday, April 1, 2011. This means no player additions or transfers are allowed after this date.

**12. 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. **FOR THE FINALS ONLY**, OSA will provide the match balls.

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.

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

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