

OKLAHOMA STATE CUP

I Purpose

The Oklahoma State Cup is held each year to determine Oklahoma Soccer Association's Premier Division Champion in all (U11-19) competitive age groups. The champion of the U14-U19 girls and boys divisions will advance to the USYS Southern Regionals Tournament.

II Eligibility

- A. The USYS National Championship Policies shall govern the eligibility requirements for the Oklahoma State Cup.
- B. The Oklahoma State Cup is open to any competitive team that is registered with the Oklahoma Soccer Association and is in good standing.
- C. All teams wishing to play in the Oklahoma State Cup must submit the following documents to the OSA – Tulsa office by the posted due date.
 - 1. A completed online Oklahoma State Cup application
 - 2. A tournament approved league roster. **It must include team name with birthyear such as Soccer Team 95.** It must include jersey numbers.
 - 3. A team check for the entry fee (unless paid online). Note: withdrawal from the tournament after application deadline but before scheduling deadline will result in forfeiture of the application fee only.
 - 4. A \$400.00 performance bond (separate team check). Withdrawal from the tournament after scheduling deadline will result in the forfeiture of the bond. Failure of a team to participate in all of its scheduled matches or adhere to the tournament rules will result in the forfeiture of the bond. For teams advancing to USYS Regionals performance bond checks will be held over. Failure of a team to participate in all activities during Regionals (including but not limited to team staying in designated hotel, attending Opening Ceremonies, all scheduled matches and award ceremonies) will result in the forfeiture of the bond.
 - 5. A \$100 trash bond (separate team check). Teams and parents are responsible for picking up and properly disposing of their trash or the trash bond will be forfeited.
 - 6. Bond checks will only be deposited in the event a team does not fulfill all of its tournament responsibilities. OSA will destroy all undeposited checks upon completion of the tournament. No checks will be returned.

III Seeding

Seeding for the Oklahoma State Cup will begin with the standings from the full year's points from the OPL and may be supplemented by an online coaches' poll (*if deemed necessary*) and then finalized by the tournament committee. Note: All seedings of

the tournament committee are final so your participation in the OPL and the online coaches poll (*if deemed necessary*) is strongly encouraged.

IV Scheduling

- A. OSA will prepare all schedules for the State Cup.
- B. All U17-19 teams will be asked to provide information on graduation conflicts prior to the schedules being prepared. Every effort will be made to schedule around graduation ceremonies only, we cannot schedule around other graduation events such as baccalaureates, parties and trips. Please submit a list of schools and graduation dates as soon as possible for consideration.

V Tournament Check-in

- A. A mandatory team check-in will be held on Friday prior to tournament play., Check in for the U18s and U19s will be Friday prior to their tournament play or as stated by the tournament committee.
- B. The following documents must be available for check-in:
 - 1. Copy of original birth certificate for each eligible player.
 - 2. An approved league roster with jersey numbers.
 - 3. Stamped USYS Player Pass for each eligible player. All player information **MUST EXACTLY** match the information on the approved league roster.
- C. Any team not making the check-in meeting on Friday and doing so on Saturday will pay a \$75 check-in fee at that time.

VI Referees

The SYRA and/or his designee will assign all referees for the Oklahoma State Cup. Referee fees for **all games** are included in the entry fee for the tournament.

VII Rules of Competition

- A. Length of Match, Overtime, and Ball Size

<u>Age</u>	<u>Match Length</u>	<u>Overtime</u>	<u>Ball Size</u>
U11-12	30 min halves	2 – 10 min periods	4
U13-14	35 min halves	2 – 10 min periods	5
U15-16	40 min halves	2 – 10 min periods	5
U17-19	45 min halves	2 – 10 min periods	5

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.

B. Substitutions

1. U11 and U12 (unlimited)
 - a. Any stoppage of play
2. U13-19 (unlimited)
 - a. Prior to a throw-in by the team in possession
 - b. Prior to a goal kick by either team
 - c. After a goal by either team
 - d. After an injury by either team when the referee stops play
 - e. After a caution is issued for the cautioned player only
 - f. At half –time

C. Determination of Winners

1. Scoring Method in Round-Robin
 - a. 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
 - b. There will be no overtime played during the round-robin portion of the tournament.
2. Advancement
 - a. 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.
 - b. 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.
3. Tiebreakers
 - a. 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
 - (1) Winner of head-to-head game unless a three-way tie exists; (2) is used first if this happens
 - (2) Most wins
 - (3) Team with greatest net goal difference (NGD) which is computed as ‘goals for’ minus ‘goals against’ with a maximum of 4 NGD per game
 - (4) Team with most goals for (no limit)

- (5) Team with the least goals against (no limit)
 - b. The same tiebreakers will be used to determine wildcard teams.
 - c. 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.
 - d. 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)], until a team eliminated. If two teams remain they will then be compared, beginning again with criteria [a., (2)] above to determine the advancing team.
 - e. If three teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw by the Tournament Committee. The first team drawn will receive the bye, the next team drawn will be the home team against the remaining team in the first contest of FIFA Kicks. The winner of the first contest will then compete against the bye team in FIFA Kicks to determine the winner. The bye team will be the home team.
4. 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 4-0 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.
 5. 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.
- D. Send Offs and Unserved Send Offs
1. Any player or coach sent off during the State Cup will be ineligible to participate in the next State Cup or Southern Regional 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. Upon being sent off during the State Cup any player or coach must go to the tournament headquarters for the remainder of that match. Any other person instructed to leave the complex will not be permitted to return that day.

2. Any player or coach who is sent off in their last State Cup/Southern Regional/National Championship match is ineligible to participate in the first match at the State Cup the following year. (USYS Rule 225, Section 3)
- E. 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.

VIII Roster Freeze Date

The freeze date for All State Cup team rosters will be published following the application deadline. This means no player additions or transfers are allowed after this date.

IX 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. Failure to comply with this could result in the loss of a team's performance bond.
 - 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 or the trash bond will be forfeited.
- X Any situation not covered by these rules shall be decided by the Tournament Committee and shall be final.

Oklahoma Soccer Tournament Pairings

General Rule: 2-6 teams – final only

7-15 teams – semis and finals

16 or more teams – quarters, semis, and finals

Note: Rounds may be changed due to conflicts such as coaching and graduations.

- Two Team age group: These two teams will play each other in the finals.
- Three Team age group: These teams will play a three team round robin.
The team with the highest points will advance to the
finals. The two remaining teams will play each
other. The team with the highest number of points
will play 1st High point team in the finals.
Round 1: 2vs3
Round 2: 3vs1
Round 3: 1vs2
- Four Team age group: These teams will play a four team round robin. The
top two high points will play each other in the
finals.

Round 1: A1vs A4 A2vsA3
Round 2: A4vs A2 A3vsA1
Round 3: A3vsA4 A3vsA4
Final: 1st High Point vs 2nd High Point
- Five Team age group: These teams will play a five team round robin. The
top two high points will play each other in the
finals.

Round 1: A1vsA2 A3vsA4
Round 2: A5vsA4 A3vsA1
Round 3: A2vsA3 A1vsA5
Round 4: A3vsA5 A2vsA4
Round 5: A1vsA4
Final: 1st High Point vs 2nd High Point

Six Team age group:

These teams will be placed into two, three team brackets (Bracket A consisting of seeds 1,4, and 6 and Bracket B consisting of 2, 3, and 5. Each bracket will play a three team round robin, plus crossover game pairing seed 1 and 5, 3 and 4, and 2 and 6. The two teams with the highest points from each bracket will play each other in the finals.

Round 1: A1vsA2 A3vsB1 B2vsB3
Round 2: A2vsB2 A3vsA1 B3vsB1
Round 3: A1vsB3 A2vsA3 B1vsB2
Final: Winner A vs Winner B

Seven Team age group

We try to avoid a Seven group at all cost!!
These teams will be place in one bracket seeded 1 through 7. Teams will play two games advance the team with the highest points to semis. Reseed remaining teams and play third round game. Advance the three teams with the highest points to semis.

Round 1: A1vsA7 A2vsA6 A3vsA5
Round 2: A2vsA7 A3vsA5 A1vsA6
Round 3: A4vsA5
Reseed: A2vsA7 A3vsA6 A4vsA7
Semi Final: High Point 1 vs High Point 4
 High Point 2 vs High Point 3
Final: Winner of Semi 1 vs Winner of Semi 2

Eight Team age group:

These teams will be placed into two, four team Brackets (Bracket A consisting of 1, 4, 5, and 8 and Bracket B consisting of 2, 3, 6, and 7) The two high points from each bracket will advance to the Semi-final round with Winner A playing Runner Up B and Winner B playing Runner Up A. Winners will advance to a final match.

Round 1: A1vsA3 A2vsA4 B1vsB3 B2vsB4
Round 2: A1vsA4 A3vsA2 B1vsB4 B3vsB2
Round 3: A2vsA1 A4vsA3 B2vsB1 B4vsB3
Semi Final 1: Winner A vs Runner Up B
Semi Final 2: Winner B vs Runner Up A
Final: Winner Semi Final 1 vs Winner Semi Final 2

Nine Team age group:

These teams will be placed into three Brackets of three teams.

Bracket A will consist of teams 1, 6, and 9

Bracket B will consist of teams 2, 5, and 8

Bracket C will consist of teams 3, 4, and 7

After three rounds of games, two games each, all bracket winners will advance to the Semi-final round. The remaining teams will play for the wildcard spot.

Round 1: A1vsA3 B1vsB3 C1vsC3

Round 2: A2vsA3 B2vsB3 C2vsC4

Round 3: A2vsA1 B2vsB1 C2vsC1

Round 4: 2nd High Point A vs 3rd High Point B

2nd High Point B vs 3rd High Point C

2nd High Point C vs 3rd High Point A

Semi Final: Winner A vs Wildcard*

Winner B vs Winner C

*If the Wildcard comes out of the A bracket, Winner A will play Winner C and Winner B will play Wildcard

Final: Winner Semi Final 1 vs Winner Semi Final 2

Ten Team age group:

These teams will be placed into three Brackets.

Bracket A will consist of 4 teams 1, 6, 7, and 10.

Bracket B will consist of 3 teams 2, 5, and 8.

Bracket C will consist of 3 teams 3, 4 and 9.

Bracket A will play each of the teams in the bracket. Brackets B and C will play each team in its bracket and will crossover. Crossover game pairings will be seed 2 and 9, 5 and 4, and 8 and 3.

Round 1: A1vsA3 A2vsA4 B1vsB2
B3vsC1 C2vsC3

Round 2: A1vsA4 A3vsA2 B2vsC2
B3vsB1 C3vsC1

Round 3: A2vsA1 A4vsA3 B1vsC3
B2vsB3 C1vsC2

Semi Final 1: Winner A vs Wildcard*

Semi Final 2: Winner B vs Winner C

*If the Wildcard comes out of the A bracket, Winner A will play Winner C and Winner B will play Wildcard

Final: Winner Semi Final 1 vs Winner Semi Final 2

Twelve Team age group:

These teams will be placed into three, four team brackets. Bracket A will consist of 1, 6, 7 and 12. Bracket B will consist of 2, 5, 8 and 11. Bracket C will consist of 3, 4, 9 and 10. Each bracket will play each of the teams in its bracket to determine a winner. After bracket winners are determined, the team with the highest points will advance as a Wildcard. Bracket winners and the wildcard team will advance to semi-finals. Semi-finals will consist of Winner A playing Wildcard and Winner B playing Winner C. If Wildcard comes from the A Bracket – Winner A will play Winner C and Winner B will play Wildcard.

Round 1: A1vsA3 A2vsA4 B1vsB3
 B2vsB4 C1vsC3 C2vsC4
Round 2: A1vsA4 A3vsA2 B1vsB4
 B3vsB2 C1vsC4 C3vsC2
Round 3: A2vsA1 A4vsA3 B2vsB1
 B4vsB3 C2vsC1 C4vsC3

Semi Final 1: Winner A vs Wildcard*

Semi Final 2: Winner B vs Winner C

*If the Wildcard comes out of the A bracket, Winner A will play Winner C and Winner B will play Wildcard

Final: Winner Semi Final 1 vs Winner Semi Final 2

Fourteen Team age group:

These teams will be placed into four Brackets. Bracket A will consist of 4 teams 1, 8, 9, and 14. Bracket B will consist of 4 teams 2, 7, 10, and 13. Bracket C will consist of 3 teams 3, 6 and 11. Bracket D will consist of 3 teams 4, 5, and 12. Brackets A and B will play each of the teams in its bracket. Brackets C and D will play each team in its bracket and will crossover. Crossover game pairings will be seed 3 and 12, 6 and 5, & 11 and 4.

Round 1: A1vsA3 A2vsA4 B1vsB3
 B2vsB4 C1vsC2 C3vsD1 D2vsD3
Round 2: A1vsA4 A3vsA2 B1vsB4
 B3vsB2 C2vsD2 C3vsC1 D3vsD1
Round 3: A2vsA1 A4vsA3 B2vsB1
 B4vsB3 C1vsD3 C2vsC3 D1vsD2

Semi Final 1: Winner A vs Winner D

Semi Final 2: Winner B vs Winner C
Final: Winner Semi Final 1 vs Winner Semi Final 2

Sixteen Team age group:

These teams will be placed into four, four team brackets. Bracket A will consist of seeds 1, 8, 9 and 16. Bracket B will consist of seeds 2, 7, 10 and 15. Bracket C will consist of 3, 6, 11 and 14. Bracket D will consist of seeds 4, 5, 12, and 13. Each bracket will play each of the teams in its bracket to determine a winner and a runner up. Bracket winners and the runner ups will advance to the quarter-finals.

Round 1: A1vsA3 A2vsA4 B1vsB3
 B2vsB4 C1vsC3 C2vsC4
 D1vsD3 D2vsD4
Round 2: A1vsA4 A3vsA2 B1vsB4
 B3vsB2 C1vsC4 C3vsC2
 D1vsD4 D3vsD2
Round 3: A2vsA1 A4vsA3 B2vsB1
 B4vsB3 C2vsC1 C4vsC3
 D2vsD1 D4vsD3

Quarter-final 1: Winner A vs Runner Up B
Quarter-final 2: Winner D vs Runner Up C
Quarter-final 3: Winner B vs Runner Up A
Quarter-final 4: Winner C vs Runner Up D

Semi Final 1: Quarter final 1 vs Quarter final 2
Semi Final 2: Quarter final 3 vs Quarter final 4

Final: Winner Semi Final 1 vs Winner Semi Final 2