Oklahoma USYS Grassroots State Tournament of Champions As Revised 4/2023



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I. Purpose

A. The Oklahoma USYS Grassroots State Tournament of Champions (TOC) is being held for ages 6U through 19U Recreational, Recreational Select or Academy teams for competition. The 6U and 8U teams will play a festival format.

II. Eligibility

- A. Registration for the TOC is only online via the Oklahoma Soccer Association (OSA) website. Registration deadline as posted on the tournament homepage.
- B. The TOC is open to USYS-affiliated teams currently registered and in good standing with an Oklahoma US Soccer-affiliated organization and OSA.
- C. Individual Players are limited to playing on only one team. Secondary or CPP players are not eligible.
- D. Players or team officials that are serving suspension(s) from any other competition must serve the suspension(s) before being eligible to participate.
- E. A registered competitive player from any US Soccer affiliate may not play in this tournament.
- F. Each team shall have a club-designated Head Coach who shall be associated with the team's GotSport registration and listed on the team's roster and match cards. Additional team officials shall likewise be associated with team registration and may be printed on rosters and game cards.
 - 1. Prior to each match, all team officials to be present in the team's technical area during the match must have on their person a laminated USYS team official identification card or the GotSoccer mobile application version of such, which shall be available to be verified by the referee upon request.
 - 2. The team official credential shall display the team official's name and picture.
 - 3. The team official credential shall be issued by the team's club verifying the listed team official has completed each of the following: Registration with the club including a current approved Risk Assessment/Background Check, the CDC Heads Up Concussion training course and the SafeSport training course.

III. Guest Player Policy and Procedures

- A. Home club policies are adhered to concerning releasing a player for guest play.
- B. Teams shall only use guest players that are appropriate to the age group.
- C. Guest player forms are to be completed on-line via the tournament webpage.

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- D. The maximum number of guest players allowed for each age division are:
 - 1. 5U-8U teams: one
 - 2. 9U-10U teams: two
 - 3. 11-12U teams: three
 - 4. 13-19U teams: four
- E. Team rosters, including guest players, may not exceed the maximum roster limits set by US Soccer.
- F. Rostered players may not be excluded from playing in this Tournament to make room for guest players.
- G. Approved guest players must submit the following documents for the TOC team check-in:
 - 1. Current player passes for all players 11U through 19U,
 - 2. Signed medical release form,
 - Guest Player permission form(s) filled out and printed from OSA website.

IV. Seeding and Scheduling

- A. TOC bracketing and seeding will be assigned by the Tournament Committee utilizing information on the registration application and team history in GotSport.
- B. The Tournament Committee will prepare all schedules for the tournament.
 - 1. 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.
 - 2. Recreational Select teams will be placed in a Select bracket as feasible based upon the number of Select teams accepted.
 - 3. Final schedules will be posted online.

V. Tournament Check-in

- A. Accepted teams will be notified via email of check-in procedures one week prior to the tournament.
- B. The following documents must be available for check-in:
 - An approved Official League Roster with jersey numbers.
 - 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.
 - 3. A copy of each player's birth certificate.
 - 4. Laminated Player Passes with the player's picture for all players ages 9U through 19U. The GotSport electronic pass with a player picture will also be acceptable.

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C. All teams will be required to check in at least one hour prior to the team's first scheduled match at the tournament headquarters.

VI. Referees

- A. The Tournament Assignor and/or his designee will assign all referees for the TOC.
- B. Referee fees for all matches are included in the entry fee for the tournament.

VII. Rules of Competition

- A. Length of Match, Overtime, Ball Size, Number of Players on field
 - 1. Refer to Appendix A for age group specifics.
 - a) Extra Time not applicable during preliminary bracket matches.
- B. Substitutions shall be unlimited and may be made, with the consent of the referee, at any stoppage in play.
- C. Preliminary bracket matches may end in a tie.
- D. Extra time will only be played for Quarterfinal (if applicable), Semifinal and Final matches. If a match is still tied after the extra time periods, FIFA kicks from the penalty mark will be used to determine a winner.

VIII. Determination of Winners

- A. Scoring method for preliminary bracket matches:
 - In preliminary bracket matches, team standings shall be determined by accumulation of points awarded as follows:
 - a) Win: 3 points (including points awarded by forfeit)
 - b) Tie: 1 point
 - c) Loss: 0 points
 - 2. There will be no extra time played during the preliminary bracket portion of the tournament.
 - Forfeiture Rules:
 - a) In the event a team in the preliminary bracket competition forfeits any match by their own choice, the Tournament Committee shall review the circumstances, and if it is found that the forfeit was unsportsmanlike, the official scores for all that team's previous matches may be recorded as 3-0 losses.
 - b) Teams must be able to start the match within 10 minutes of the scheduled match time. If a team cannot start within 10 minutes of the scheduled match time, the other team shall be awarded a victory by forfeit.

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- (1) Start the match' is defined as having the minimum number of players appropriately dressed, on the field, and ready to play and a credentialed team official present.
- (2) The minimum number of players to start a match shall be (7) for 11v11, (6) for 9v9, (4) for 7v7, or (2) for 4v4.
- c) At the discretion of the Tournament Committee, a team that forfeits more than one match may be considered to have withdrawn from the tournament and will forfeit all applications fees and performance bonds.

B. Advancement

- 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 with no limit,
- e) Team with most goals for with a 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.
- 3. The same tiebreakers will be used to determine wild card teams.

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- 4. 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.
- 5. In elimination, semi-final, or final rounds, tied matches will not be permitted. Extra time and kicks from the penalty mark, if necessary, will be used to determine a winner in each match.

IX. Tournament Cancellation and Match Suspension/Abandonment

- A. The Tournament Committee will determine if weather or field conditions warrant the postponement or cancellation of any scheduled games or the tournament in general.
- B. The Tournament Committee shall have the authority to modify all tournament rules to end the tournament successfully safely and fairly.
- C. Referees shall decide if safe playing conditions exist and may suspend, or abandon matches as per FIFA laws of the game.
- D. If lightning occurs within the area, all matches will be suspended for at least 30 minutes. All players, officials, and spectators will be required to leave the immediate area of the fields and take shelter, preferably in their personal vehicles. If possible, matches will resume once lightning has cleared the area as determined by the Tournament Committee.
- E. In the event games are rescheduled due to weather or field conditions warrant a field change, it is the responsibility of the team's coach or manager to check the tournament website for reschedule information. Schedules will be updated in a timely manner with changes and should be checked regularly during adverse weather conditions.
- F. If a match is suspended due to weather, it shall be judged a completed match if the second half had been started. If the match was of lesser duration, it shall be restarted from the time of stoppage at the earliest opportunity.
- G. If a referee abandons a match, the match score shall be reported as it was at the time when play was stopped along with details of the reason(s) for abandonment by the referee. The Tournament Committee will determine if the game will be accepted as a complete game, resumed from the point of stoppage, forfeited, or replayed in its entirety.
- H. In the event the tournament cannot be completed during the scheduled weekend the tournament shall be completed during the alternate dates listed on the tournament webpage or shall be cancelled. If a team chooses not to play on the specified make-up weekend no refund of the entry fee will be provided.
- I. In the event the tournament is cancelled, either in whole or part, the OSA is not responsible for any expenses incurred by any team. Entry fees will be

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refunded by OSA less incurred expenses and administrative costs as determined by the Tournament Committee.

- J. A \$25 administrative fee will be deducted from entry fees refunded to any registered team which withdraws of their own accord prior to the registration deadline.
- K. Entry fees are not refundable after the registration deadline except as noted above.

X. Send Offs and Unserved Suspensions

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

XI. Match Cards

- A. The match card will constitute the official record of the match.
 - 1. Referees will present the match card to both coaches following each match for their signatures.
 - 2. Any protest of the match result by a team official must be registered with referee by noting such on the match card prior to signing.
 - 3. The referee or one of the assistant referees is responsible for turning in the match report to the Tournament Committee.

XII. Team and Match Responsibilities

- A. Be at the scheduled field ready to play at the designated time.
- B. The first team listed on the schedule is the home team. The home team will wear the lightest color jersey. The visiting team will wear the darkest 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 and credentialed team officials will be allowed on the team side.
- D. Both teams are to provide a match ball to be selected by the referee.
- E. Lodge any protests relating to the ground, goal posts, bars, or other appurtenances of the game in writing on the match card with the referee and notify the opposing coach prior to the start of the game.

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- F. A team official must sign the match card following the completion of each match.
- G. All players' jerseys, including goalkeepers, must be numbered according to the roster approved at check-in. The jersey numbers are to be on the back of the shirt and at least 4 inches high.
- H. All teams are to remove all equipment and trash from the field and sideline at the conclusion of each match.
- I. All eligible players are required to play at least 50% of each match in the TOC tournament.
 - 1. Failure to comply, and/or show evidence of compliance, may result in forfeit of the match(es) involved. It is strongly recommended to maintain a written or electronic substitution schedule or record thereof.
- J. All teams advancing to the final matches are requested to have a photograph taken by the official tournament photographer.
- K. Any situation not covered by these rules shall be decided by the Tournament Committee and shall be final.

XIII. Protests

- A. To be considered all protests must comply with the following requirements.
 - 1. All protests relating to the ground, goal posts, bars, or other appurtenances of the game shall be entertained only if an objection was lodged with the referee in writing on the game card.
 - 2. All protests must be filed with the Tournament Committee or their representative and must include:
 - a) A fee in the amount of \$250.
 - b) This fee may be in the form of cash, cashier's check, or money order. Personal checks will not be accepted. Checks or money orders must be made payable to Oklahoma Soccer Association.
 - c) Two written copies of the protest, which must include full details of the grounds on which the protest is lodged.
 - d) Two written copies of any information to be presented by witnesses.
 - 3. All protests regarding game situations must be received by the Tournament Committee or their designee within one hour of the completion of the game being protested.
 - 4. All protests regarding non-game situations must be received by the Tournament Committee or their designee within one hour of completion of the last game in the bracket or division in question, whichever is latest.

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- B. The Tournament Committee shall review and come to a decision on all protests received within the required timeline.
 - 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 TOC 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 are 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 Tournament Committee will notify the parties of the committee's decision.

Appendix A – Age Group Format/Rules

Age

	Length of	Extra Time ¹	Ball		of players of	n the
Group	Match			fiel	d	
6U	4-8 min quarters	None-Festival	3		4V4	
8U	4-8 min quarters	None – Festival	3		4v4	
10U	25 min halves	Two 5 min periods	4		7v7	
12U	30 min halves	Two 5 min periods	4		9v9	
14U	35 min halves	Two 10 min periods	5		11v11	
16U	3 <mark>5</mark> min halves	Two 10 min periods	5		11v11	
19U	40 min halves	Two 10 min periods	5		11v11	

¹Extra Time not applicable during preliminary bracket matches.

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