

TURKEY SHOOTOUT RULES

INFORMATION, GUIDELINES AND RULES

TEAM REGISTRATION AND COACHES MEETING

All team applications and entry fee for the tournament must be completed accurately and received by the deadline. *Additionally, all tournament participants must abide by the Oklahoma Soccer Association's and US Youth 's policies, rules, and regulations and are subject to their disciplinary actions. Any teams wishing to participate in the tournament that are not US Youth members will be required to provide proof of medical & liability insurance. Any team that cannot provide such proof will be required to purchase the Oklahoma Soccer Association's event insurance.*

There will no formal Check In. If you are using a Guest player you must provide your Guest Player form to a member of the Tournament staff located at the Tournament RV before your first game. If your team is from out of Oklahoma then please provide your tournament travel papers to a member of the Tournament staff located at the Tournament RV before your first game. All teams must have all documentation with them throughout the tournament.

REQUIRED PAPERWORK NEEDED:

- Official Roster (Please write in any guest players and DOB at the bottom of your roster)
- Guest player form (if using guest player)
- Medical release form (does not need to be notarized)
- Official player passes (traveling rec and Competitive Only)
- Permission to travel for all teams outside of the Oklahoma Soccer Association

GAME LENGTH AND BALL SIZE

DIVISION	BALL SIZE	LENGTH OF HALF	HALF TIME
U-6 – U-8 (4v4)	3	2 x 20 Min Halves	5 Minutes
U-9 – U-10 (7v7)	4	2 x 25 Min Halves	5 Minutes
U-11 – U-12 (9v9)	4	2 x 25 Min Halves	5 Minutes
U-13 – U-14 (11v11)	5	2 x 30 Min Halves	5 Minutes
U15 – U19 (11v11)	5	2 x 30 Min Halves	5 Minutes

There is no overtime in preliminary games. Semi Final and Championship matches that are tied at the end of regulation will go to overtime (2x5 Min) If there is not a winner after overtime then the game will be decided by FIFA Penalty Kicks

TEAM UNIFORMS

The home team is listed first or on top in the schedule. The home team will wear White (or Light) Jersey. In case of color conflict, the home team is responsible for changing to the light color that they were supposed to wear. Visiting Team may not wear White to force the home team to change. If both teams are in White then the Visiting team changes. Not all teams have all their uniforms in and therefore there may be slight variations of Uniform and numbers.

SUBSTITUTIONS

U-6 – U-10 (Rec and Academy) – Unlimited Substitutions on any stoppage

U-11 – U-12 (9v9) and U-13 – U-19 (11v11) – You may Substitute on

- a) Any Goal Kick
- b) After a Goal from either team
- c) On your Throw in
- d) On the opposing teams throw in if they are Subbing
- e) After an Injury (Injured player only – opposing team may sub 1 for 1)
- f) After a yellow card (Yellow carded player only)

HEADING

U-6 to U-12 – No Deliberate Heading Allowed (U12 COMPETITIVE DIVISION MAY HEAD)

'If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

U-13 – U-19 – Heading is allowed

BUILD UP LINE

U-9 and U-10 (7v7) – We will be using the build up line.

When the Goalkeeper has the ball in their hands or from a goal kick the opposing team must retreat behind the build up line and not cross the line until either an opposing player touches the ball with their feet, or the ball crosses the build up line.

Goalkeepers are not allowed to punt the ball

ROSTER SIZES

U-7 – U-8 (4v4) – Max Roster is 9

U-9 – U-10 (7v7) – Max Roster is 13

U-11 – U-12 (9v9) – Max Roster is 16

U-13 – U-19 (11v11) – Max Roster is 22

All players that are on the Roster can suit up and play in every game

Players can play on up to 2 rosters as long as they are eligible with regards to age for each team they play on. This will count as a guest player for the team that the player is not rostered on. No competitive (U11 – U19) player can play on a recreational team unless the Recreational team is playing in a Competitive Bracket. A player can play for an Academy team and a Recreational team if they are registered for Recreational at that club. A player can play on 2 Academy rosters or 2 Competitive rosters. No schedules will be changed to accommodate a player playing on 2 teams.

GUEST PLAYERS

U-6 – U-8 – Maximum of 1 Guest Player

U-9 and U-10 – Maximum of 2 Guest Players

U-11 – U-19 – Maximum of 3 Guest Players (No Competitive Players Allowed in a Recreational Division unless the recreational team is playing in a competitive division.

I have attached the Link to the guest player form below:-

https://idevforms.americaneagle.com/oklahomasa/form333084858/secure_index.html

FORFEITS – Failure to complete a match, or a team leaving the field, during play will result in a forfeiture. No team that has forfeited a match will be allowed to advance to the knockout stage of the tournament. Winning teams as a result of a forfeiture will be awarded a 5-0 win.

POINT SYSTEM – Tournament will be based on a 3 point scoring system

3 Points for a Win

1 Point for a Tie

0 Points for a Loss

TIE BREAKERS – If at the conclusion of the preliminary rounds a tie breaker is needed, the following criteria will be utilized:-

- 1) Head to Head (Not Used if More than two teams are involved unless 1 team has beat the other 2 teams in group play, then head to head will be used even if there is 3 teams tied)
- 2) Goal Differential (goals scored minus goals allowed with +/- 5 Max)
- 3) Fewest Goals Allowed
- 4) Most Shut Outs
- 5) Most Goals Scored (No Limit)
- 6) Penalty Kicks

*If more than two teams are involved in a tie breaker scenario we will start with head to head if 1 of the teams has beat the other 2 teams in group play even if those 2 teams have not played each other. Next we will use Goal Differential. If we have a winner using this tiebreaker we will stop there. If there are 2 teams tied with the same goal differential and 1 team with a lower goal differential we will eliminate the lowest team and start the tiebreaker process again with the remaining 2 teams starting with Head to Head

**If you are in a Group of 6 (all in 1 group) and 3 teams are tied on points then we will use head to head if 1 team has beaten the other 2 teams even if those 2 teams have not played each other for example teams A / B / C all finish on 6 points. Team A has beaten Teams B and C but teams B and C have not played each other. Team A will advance.

SHORTENING OF GAMES – The Tournament Director has the authority to shorten games in order to ensure that the tournament get complete.

DIVISIONS – Recreational and Competitive will be separate unless discussed with all teams involved

REFUND POLICY

For this year's tournament we are asking all teams to purchase the tournament insurance that is available when you register. The cost of this insurance is 10% of the entry fee and must be purchased at the time of registration. If the tournament is cancelled before the tournament starts, then teams will receive a full refund from the insurance company. If the tournament starts then gets cancelled then teams will receive a partial refund based on how many games they have played.

In order to offset some of the cost of insurance coverage we are reducing the entry fee by about 5%. The cost for the tournament is:

4v4 – Was \$325 but is 305 this year. Insurance is \$30.50 so total is \$335.50

7v7 – Was \$500 but is \$475 this year. Insurance is \$47.50 so total is \$522.50

9v9 – Was \$600 but is \$570 this year. Insurance is \$57 so total is \$627

11v11 – Was \$650 but is \$615 this year. Insurance is \$61.50 so total is \$676.50

If a team chooses to not purchase the insurance, then the tournament will not be issuing any refunds this year.

TEAM DISCIPLINE

An ejected player or coach is ineligible for the next scheduled game.

Should a player receive a red card, that player must sit out the remainder of that game plus the next game. All red cards will be reported to you State Association. The coach is responsible for the verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated! Violations may result in forfeit of the game and/or expulsion from the tournament.

FRIDAY NIGHT GAMES

I will only schedule teams on Friday night that indicated in their registration that they were available to play on Friday night.

MATTERS NOT PROVIDED FOR

Any matters not provided for shall be determined by the Tournament Director, whose decision will be final.