



## **2023 Oregon Soccer Fall Fury**

### **General Information and Rules of the Competition**

All tournament matches will be played under FIFA, Wisconsin Youth Soccer Association and U.S. Youth Soccer rules, with the modifications noted below:

#### **REGISTRATION**

A team representative must stop at the registration desk to check-in prior to their first game. Registration check-in is available Friday 3:30 p.m. – 7:30 p.m. and Saturday 7 a.m. – 1 p.m. at either the McKee Farms Park or Brooklyn Elementary School tournament locations. All necessary forms and documents will be submitted in advance through SportsForms. Any changes to the information previously submitted on SportsForms can be submitted at check-in.

#### **TEAM COMPOSITION**

- Each team may have no more than 4 guest players.
- Player passing within a club is permitted; however, players may play only for one team participating in the tournament unless pre-approved by the tournament director or the tournament committee. Club pass players need the roster of the team they play on; a guest player form is not needed in this situation.
  - 9U and 10U roster maximum is 14 players (7v7)
  - 11U and 12U roster maximum is 16 players (9v9)
  - 13U-19U roster maximum is 22 players (11v11)
    - However, only 18 players are eligible to participate in any one game. Any team players who are not participating in a match must be identified as non-players for that game.
- No roster changes will be allowed after the official team roster has been stamped approved without approval from the tournament director.
- No player will be permitted to play on more than one team unless prior approval from the tournament director or the tournament committee.

#### **LENGTH OF GAME/GAME PROCEDURES**

- Team officials and players must be available to check-in with the Field Monitor 30 minutes prior to game time.
  - Must present tournament-approved official team roster.
- The home team is listed first and will be required to provide a game ball and change uniforms in the event of a color conflict with the away team if requested by the referee.
- A coin toss will determine who kicks off and who defends what side.
- 9U and 10U: 2x25 minute halves (running time with a 5-minute halftime)
- 11U and 12U: 2x30 minute halves (running time with a 5-minute halftime)
- 13U and older: 2x35 minute halves (running time with a 5-minute halftime)



*The tournament director or tournament committee shall have the authority, in the event of weather or other circumstances, to do any of the following:*

- 1) Relocate or reschedule any game.
- 2) Reduce the duration of any game.
- 3) Cancel any game that has no bearing on the outcome of a group.
- 4) Terminate any game five (5) minutes before the next game is scheduled to start.
- 5) Cancel the remainder of the tournament.

### **UNIFORMS AND PLAYERS EQUIPMENT**

Any non-standard equipment such as hard casts, splints or braces must be approved by the referee assignor.

### **TEAM/SPECTATOR AREAS**

Both teams will be located on the same side of the field with **all** spectators located on the opposite side of the field. Coaches are to stay within 10 yards of their side of the center line on their half of the field. Only players and referees are permitted on the field – including 2 yards outside the touch or goal lines.

### **SUBSTITUTIONS**

- Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the center line for substitution.
- A player with blood on their uniform or body must be removed from the field or substituted. The bleeding must be stopped, injury bandaged and the uniform must be blood-free and inspected by the referee before they are authorized to return to play.

### **DISCIPLINE**

#### **• Players**

- All player misconduct will be reported to the tournament director, the tournament committee and the team's home state association.
- Any player sent off (red card) will be suspended for their next tournament game. The tournament director and tournament committee have the final decision on suspension length, which may include the remainder of the tournament.
- Any player receiving three (3) cautions (yellow cards) during the tournament will be suspended for their team's next tournament game.



- Matters involving referee assault or abuse shall, in accordance with U.S. Soccer Policy 531-9 (Misconduct Toward Game Officials), be immediately referred to the Wisconsin Youth Soccer Association.
- **Coaches, Team Officials & Spectators**
  - Harassment of game officials will not be tolerated. Referees may temporarily stop games or suspend play in the presence of persistent touch line harassment or intimidation. In the case of a game suspension, the tournament director or tournament committee will decide the outcome of the game.
  - In accordance with U.S Youth Soccer regulations, player misconduct and other matters involving the conduct of a team, its coaches or supporters will be reported to the home state association and the home club/league of the player, coach, team or supporters involved.
  - Any coach sent off (red card) will not be allowed to coach during the team's next scheduled tournament game and will be reported to the appropriate state sanctioning body.
  - Any matter involving a referee assault or abuse shall, in accordance with U.S. Soccer Policy 531-9 (Misconduct Toward Game Officials), be immediately referred to the Wisconsin Youth Soccer Association.
  - Any person displaying inappropriate behavior may be expelled from the game and directed to leave the park.

## SCORING

- Scores for teams 9U and 10U will be recorded, though there are no playoffs.
- Ties in round-robin play will stay a tie.
- There will not be championship games for four- or five-team brackets; champions and runners-up will be determined by total points.
- Ties in playoff, wild card and championship matches will go directly to a penalty shootout (no extra time/overtime)
- Points:
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
- Tiebreakers: To decide group standings
  - A. Head-to-head (disregard when three or more teams are tied)
  - B. Team with most wins
  - C. Goal differential (maximum of 4 per game)
  - D. Fewest goals allowed
  - E. Most goals scored (maximum of 4 per game)
  - F. Penalty shootout



## **WILDCARDS**

Wildcard advancement will be determined after preliminary play is completed in all bracket groups. The wildcard berth will be awarded to the team(s) that has the most total points of all teams without considering the first-place team from each group. Tiebreakers are the same as listed above. A wildcard team will be seeded against the group winner with the most tournament points as long as that team is not from the wildcard's original pool group.

## **PENALTY SHOOTOUT (PREVIOUSLY KNOWN AS KICKS FROM THE PENALTY MARK)**

- In the event of a tie in a playoff game, the game will be decided by a penalty shootout. No extra time/overtime will be played. The tournament will follow FIFA guidelines. Each team will select five (5) players to kick - only players who were on the field at the end of regulation are eligible for selection for the penalty shootout. Each team will alternate kicks. If still tied after the first five kicks, teams will alternate 1v1 until a winner is determined.
- A coin toss will determine who kicks first or second.

## **AWARDS**

- Players in 9U-10U will be awarded participation medals.
- 11U and older age-group champions and runner-up teams will receive individual awards for each player .

## **FORFEITS/FAILURE TO SHOW**

- Participation of a suspended or unauthorized player in a match will result in forfeiture of the match in which that player was used.
- A game will be forfeited if a team is more than 10 minutes late to the start of a match. A minimum of five (5) players for 9U-10U, six (6) players for 11U-12U and seven (7) players for 13U and older constitutes a team. If a team cannot continue to play with at least the minimum number of players, the game will be forfeited.
- The score of any forfeited game will be recorded as a 4-0 victory. The tournament director or tournament committee has absolute discretion to resolve all matters concerning forfeits.
- No team having a forfeit loss may advance to a playoff/championship match or win a championship.



## **PROTESTS**

All referee decisions and those of the tournament director or tournament committee are final. No protests concerning tournament rules are permissible once tournament play has begun.

## **REFUNDS**

- If games are discontinued or canceled for any reason, including inclement weather or adverse field conditions, a refund may be issued to teams if they have not completed two games. Decisions about refunds will be made by the Oregon SC Board of Directors, in consultation with the tournament director or tournament committee, and will not be determined the weekend of the tournament.
- No refunds will be given to teams that withdraw from the event after the schedule (even in preliminary/draft form) is communicated.