



### **Purpose & Location of Tournament**

The T Town Preseason friendlies is purposed to provide preseason competition in a roundrobin format, for an affordable price in a tournament simulated atmosphere. The mission is growth, development, and fun for young aspiring competitive and pre-competitive soccer players. The event will be hosted in the Tulsa area at facilities designed to host such an event (specific facilities and addresses will be named on the event website)

### **Tournament Format**

Each team will be guaranteed 3 tournament games. Games will be played in roundrobin format. No semifinals, or finals will be played. Champions will be determined based on points in the tournament standings.

### **Awards**

Individual medals will be awarded to champion teams.

### **Tournament Lodging**

A list of area hotels will be provided upon request and hotel sponsors are posted on our website. This is a “stay to play” event.

### **Tournament Hotline**

A hot-line number will be used for tournament information, changes and messages. It will be located on the tournament website.

### **Standards of Conduct**

All participants in the tournament are expected to maintain high standards of conduct during their participation in the event.

### **Team Criteria**

Boys & Girls: U7 thru U19 Boys and girls. The age groups for this tournament shall be in accordance with the USSF youth age groups for the current seasonal year.

## Types of Teams

Open to competitive and pre-competitive teams.

## Rosters

Recommended game roster size is:

7v7 – maximum 14 players

9v9 – maximum 18 players

11v11 – maximum 22 players

\* All properly tournament rostered and registered players are eligible to play on game day.

\* The tournament committee may expand roster size for purposes of participation upon review of request.

## Players

Each team player and coach must be registered with a US Soccer Federation (USSF) youth affiliate.

## Trap Rule for 20U Players

Players caught in the “trap” of being a Senior in high school, but aged out by USSF age guidelines as a u20 player, may participate in the event.

## Guest Players

Guest players are those players registered outside of the club’s registry and will be on loan for the event weekend from another club. Permission must be sought from the loaning club. Guest players must be listed on the official tournament roster submitted at check-in (handwriting guest players on rosters is permissible, and information should include full player name, date of birth, loaning club).

Maximum allowed u15 thru u19 → 9 guest players (MAX)

Maximum allowed u14 thru u13 → 6 guest players (MAX)

Maximum allowed u12 thru u11 → 3 guest players (MAX)

Maximum allowed u10 thru u9 → 3 guest players (MAX)

Maximum allowed u8 thru u7 → 3 guest players (MAX)

## Application

To be considered, a team must submit a completed application form online, then-current approved team roster and appropriate registration fee prior to the registration deadline. An online credit card payment, or a check or money order, listing team name and age division for each team’s entry fee, tournament application and the team’s then-current approved team roster (or temporary roster) **must be postmarked or credit card processed, no later than the posted deadline (see tournament website for deadline).**

If a team is accepted to the tournament and fails to attend, its entry fee is forfeited (portions may be refunded if a replacement team is found). Checks or money orders must be made payable to WSA Soccer and mailed with the completed application and then-current approved roster (or temporary roster) to:

*WSA Soccer Friendlies  
5214 Greenan Drive  
Sand Springs, OK 74063*

## **Team Selection Criteria.**

A selection committee will determine the teams that receive invitations. Factors that may be considered for selection: application date, relative strength based on win/loss records, difficulty of schedules, strength of opponents, and rankings. The committee may weigh other factors such as: teams traveling from out of state, other tournament results, ODP players on a team, etc. Accepted teams will be posted at WSASoccer.org as soon as possible.

## **Inclement Weather/Refund Guarantee**

Field and weather conditions will be updated on the club website, social media and through text alerts.

In the event that the tournament has to be cancelled in whole or in part, the WSA Soccer, the Oklahoma College Showcase, or any hosting partners, will not be responsible for any expenses incurred by any team. Every measure will be taken to refund a portion of the entry fee after out-of-pocket expenses are deducted.

## **Team Pairings**

The Tournament Committee will seed teams according to team strength based on information received on the tournament application and use of various ranking systems. The committee will make every effort to provide as wide a variety of opponents as possible for each team participating in the tournament.

In the event there exists an insufficient number of teams to create a "pure age" division, age groups may be combined, where necessary for numbers or competition (i.e. 15U combined with 16U).

## **Match Scheduling & Seeding**

Each team will play three (3) matches. The three matches will be round-robin play within each group whenever possible. Crossover matches may be necessary if a group contains fewer than four teams.

Teams coached by coaches with multiple teams should enter understanding while every effort will be made to resolve conflicts, that no guarantee is made to resolve all conflicts. The committee is committed to earnest efforts at resolving coaching conflicts, and communicating rationale when scheduling conflicts cannot be resolved.

## **Team Check-in and Credentials**

1. All teams must have provide the following:

- **Current Approved Game Roster** (can be handwritten if club registration is incomplete)
- **Player ID Cards** (or Birth Certificates allowed if club's player pass cards are not yet issued)
- **Medical Release Forms** (required for all players)
- **Guest Player Loaning Documents** (if applicable)
- **Signed Tournament Verification Form** – will be provided during check-in process
  - "Verification Form" verifies all players are registered, insured and correct age

for approval by the Tournament Committee at the team check-in..

Team check-in will be **ANNOUNCED on the tournament website.**

2. A player will not be allowed to participate without proper credentials approved by the Tournament Committee.

## Dual Rostering

Players may participate by “dual rostering” with multiple teams in the event, so long as the player does not participate on more than one team in the “same division”.

## Rules of Play

The Rules of play for the T Town Friendlies will be the “Laws of the Game” as published by FIFA, with those modifications stated herein.

All teams and tournament participants must abide by US Club Soccer’s policies, rules, and regulations, and are subject to their disciplinary actions.

## Uniforms, Equipment, Bench (non competition rules)

1. All members of the same team must wear jerseys of the same color (except the goalkeeper who will wear a different and distinguishable color from either team and the Field Referee). **If club uniforms are not in yet, teams are not required to have jersey #'s although it is preferred. Practice bibs are allowed for use.**
2. The home team shall wear their “light” uniform kit, while the away team wears their “dark” uniform kit.
3. No player shall wear anything which is dangerous to themselves or other players, including but not limited to casts, splints, stitches, rings, earrings, watches, necklaces, etc.

At the discretion of the Tournament Director and match referee, casts may be allowed. To be considered, casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage and approved by the match referee of each game. Any player playing with a cast must have a written release from a doctor.

4. For player equipment, refer to FIFA “Laws of the Game”, Law IV for its entirety.
5. In the interest of safety, any player sustaining an open wound **MUST** be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until any wounds are treated, bandaged, and all blood is removed from their uniforms.
6. Each team shall provide the referee with a suitable match ball.

## Duration of Matches, Ball Size, Number of Players, and Maximum Game Roster Size

4v4	= 2 X 12 minute halves
7v7	= 2 X 20 minute halves
9v9	= 2 X 25 minute halves
U13-U14	= 2 X 30 minute halves
U15-U19	= 2 X 35 minute halves

Hydration breaks may be administered as either one per half, or in extreme heat conditions 3 per game.

## Unfinished Games

If the referee terminates a game and neither team is at fault, it shall be considered a completed game if the first half has been completed.

## **Clock Stoppage.**

Due to the time allowed for the completion of all games, the clock will run continuously.

The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. In case of extremely hot or humid conditions water breaks may be designated by the Tournament Director.

## **Inclement Weather/Field Conditions**

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches are asked to be patient and remain flexible – changing the tournament format is a major undertaking.

The Tournament Director has the authority to temporarily suspend play due to unsafe weather conditions.

Teams should remain (safely in cars or under shelter) in the vicinity for game resumption. If lightning is detected, the Tournament Director will immediately suspend play and clear the fields. Play will resume after a minimum of 15 consecutive minutes of no lightning.

## **Forfeits**

1. A forfeit will be declared if a team is not ready to play with a minimum of seven (7) rostered players within 5 minutes of the published game. It is recommended in the spirit of this event that if a team is short players at start time that teams offer subs to the shorthanded team so that the match may proceed.
2. Any team that quits the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Director.
3. A game may be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of an ineligible player must be reported in a written statement, accompanied by a \$100 protest fee, within 30 minutes of conclusion of the game to tournament headquarters.

## **Substitutions**

Substitutions shall be unlimited.

Substitutions may occur with the consent of the referee at any stoppage at the following times:

1. Prior to a throw-in in your favor or when the opponent is requesting a substitution on their throw-in.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After any injury by either team when the referee stops play
5. At half time.
6. A yellow-carded player may be substituted for, but this must be done before restart of play.

## **Scoring**

Group games may end in a tie. If a play-off game ends in a tie, two five-minute "golden goal" overtime halves will be played. If the game is still tied at the end of the second overtime period, FIFA kicks from the penalty spot will be taken to determine the winner.

The scoring system for group play will be as follows:

**3 points for a victory**

**1 point for a tie**

**0 points for a loss.**

## **Forfeits**

A forfeit game will be scored as a 0-4 loss to the team that forfeited, and will require a review by the tournament committee.

## **Tiebreakers**

If two or more teams are tied in points after their preliminary rounds are complete, the following tiebreaking procedures will be used to determine championship recognition and final placement in divisions:

- A. Head to head competition
- B. Goal Differential (maximum per cross-over game is +3; unlimited in "non-cross-over games")
- C. Most Goals Scored (no limit per game)
- D. Fewest Goals Allowed (no limit per game)
- E. Fewest accumulation of red cards/ejections
- F. Penalty Kicks, round of 5, then sudden-death rounds if needed

These procedures will be applied, in order, until ties are broken.

## **Player and/or Team Official Suspensions**

1. While the focus of the tournament is friendly competition and player development, a player or team official may be ejected for the game at the discretion of the referee if such action is deemed serious enough. A player, coach, or spectator ejected from a match will not be allowed to participate in the next match of tournament play. Ejections will be reported to appropriate state officials at the conclusion of the tournament in the post-tournament report.

The Tournament Committee may, at his or her discretion, increase the suspension, especially in cases of ejections for fighting, assault, striking, abuse or any physical contact with a referee, or violent play.

## **Referees**

- 1. Verbal abuse of referees, players, coaches or spectators is not tolerated.
- 2. All referee decisions are FINAL.
- 3. NO PROTESTS WILL BE ALLOWED.
- 4. At the conclusion of the match, the Field Referee will complete the scorecard in detail, and turn it in at the Tournament Headquarters..

## **Appeals**

1. All referee decisions are FINAL.
2. NO PROTESTS WILL BE ALLOWED.
3. The Tournament Director or Site Coordinator is empowered to make all decisions regarding competition during the tournament.
4. The decision of the Tournament Director/Site Coordinator is FINAL in all matters. No appeals will be allowed beyond that point.

## **Tournament Committee**

Any questions should be directed to the Tournament Director/Site Coordinator, or during the tournament, to one of the Tournament Committee members, who can be accessed through field marshals.

## **Matters Not Provided For**

The Tournament Director shall determine any matter not provided for in the tournament rules. In addition, the Tournament Director may amend the tournament rules when, in his or her judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament Director shall be final.

Contact the Tournament Director at [Roger.Bush@wsasoccer.org](mailto:Roger.Bush@wsasoccer.org) or leave a voice message at 918.629 4476.

**For more information visit [www.thesoccershowcase.com](http://www.thesoccershowcase.com)**

**Application deadline is posted at [THESOCCERSHOWCASE.COM](http://THESOCCERSHOWCASE.COM)**

The date the application is received will be considered in acceptance to the tournament.