

## Jiffy Trip Invitational Tournament Rules

### Tournament Entry Requirements

- a) Payment must be received prior to the registration deadline.
- b) Oklahoma teams must submit club-approved rosters, which will be verified through by the Tournament Committee. Academy teams will have approved academy rosters.
- c) Medical releases and player passes are required for all competitive teams. Academy teams will need rosters and medical releases, but player passes are not required.
- d) Guest players are required to have player passes and the appropriate documentation. All Competitive teams will be allowed three (3) guest players as long as the maximum roster size is not exceeded. All Academy teams will be allowed two (2) guest players as long as the maximum roster is not exceeded.
- e) Tournament entry fees are not refundable in the event of a no-show. If a team withdraws from the tournament before the deadline, a refund may be given only if another team can be found as a replacement. Any team withdrawing after the tournament deadline will forfeit their tournament fees.
- f) No game will begin until all tournament entry requirements are satisfied.

### Team Check In:

**\*\*\*In order to be accepted, payment must be received by the application deadline.** No teams will be accepted without payment!! Online check in will take place and everything will need to be turned in before Wednesday (week of the tournament).

Check in location below.

Advance Soccer Complex 1526 E. Garland, Enid, OK 73703

- Medical Release form for all players on roster
- Copy of Birth Certificate
- Guest Player form for all players not on roster
- Official Roster
- Official Player passes (Not Needed for Academy)

### Schedules

a) Team representatives are required to check game schedules at check in for any last minute changes. Every effort will be made to notify teams beforehand.

b) Coaching Conflicts will be acknowledged to the best of our ability for those with multiple teams. However, coaches with more than 2 teams may need to identify an assistant coach.

## **Uniforms**

a) Competitive Teams are required to have alternate jerseys. All jerseys are to be numbered on the back in agreement with the roster. Recreational and Academy teams must have pennies in case opponent has same color jersey, home team will wear the pennies.

b) All players are required to wear appropriate shin guards.

c) The home team is listed first or on top in the schedule. Both teams will sit on the same side of the field and parents from both teams will sit on the opposite side. 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. In the event that the visiting team shows up in white, and the home team is in white, the visiting team will need to change. Each team must be prepared to provide a game ball to the referee prior to start of the game.

## **Team Warm-Up**

NO WARM-UP IN THE PENALTY AREA!!! Only the goalkeeper can enter the penalty area to warm-up NO MORE THAN 5 MINUTES before kick-off.

## **Games**

a) Length of Games:

Age	Length of Games	Ball Size
U5-U6	4x8 minute quarters	size 3
U7-U8	4x10 minute quarters	size 3
U9-U10	2x25 minute halves	size 4
U11-U12	2x30 minute halves	size 4
U13-U19	2x35 minute halves	size 5

b) Divisions:

-3 team division – Each team plays 2 games in group play. The team with the most points after group play advances directly to the final. The remaining two teams play a group play match with

the winner advancing to the final. If the teams are tied at the end of regulation, the tie break system will be used to determine which team will advance to the final.

-4 team brackets – Each team plays 3 games in group play. The top two teams in points after group play advance to the final.

-5 team brackets will all be played and team with most points in standing wins bracket.

-6 team brackets will divide into 2 divisions of 3 teams will be played. After two games have been played, the top two teams in each bracket, by points, will advance to a semi-final game. The winner of the semi-final games will advance to the finals. The third team in each bracket, by points, will play each other in a consolation game.

c) Overtime:

-If a Semi-Final or Final game ends in a tie, there will be two 5-minute overtime periods played using Golden Goal. If at the end of the overtime periods the game is still tied, the winner of the game will be determined by FIFA penalty kicks.

d) Forfeit

-A game will be declared a forfeit if a team is not ready to play at the designated time.

-A score of the max goals allowed will be inputted as the score.

e) Conclusion of game

-A game will be considered complete if terminated after one full half of play. An example would be inclement weather.

## **Scoring System and Tie Breakers**

Team standings will be based on the following scoring system: 3 points for a Win, 1 point for a Tie, 0 points for a loss.

A game that is forfeited will be recorded as a 5-0 score and the winner will receive 3 points. The team forfeiting will be disqualified from the tournament.

Tie-breaker system is as follows:

(1) Head-to-head

(2) Goal differential (max 5 per game)

(3) Fewest goals allowed (no limit)

(4) Most shutouts

(5) FIFA penalty kicks. If 3 teams are tied, we will proceed down the tie-breakers until there is a winner or one team is eliminated. If one team is eliminated, then we will start back with those

two remaining teams at tie-breaker one (1) and proceed down the tie-breakers with the remaining two teams.

### **Awards:**

Individual awards will be given to the top two teams in each division. Trophy for the winning team.

### **Referees:**

Referee decisions are final; no protests will be allowed.

Oklahoma State Law prohibits verbal or physical assault of a referee.

### **Team Discipline:**

An ejected player or coach is ineligible to participate in the next scheduled game. Any ejected player or coach must leave the field immediately. Ejection for fighting will automatically result in the coach, parent or player(s) not being allowed to participate in the remainder of the Tournament.

### **Team Protests and Appeals Protests:**

Appeals will be allowed only if the Referee has misapplied the rules of the game or if a team uses an ineligible player. The offended team may file a protest by submitting in writing, the nature of the violation within two hours of the incident, along with \$150 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director will be final.

### **Inclement Weather:**

- a) In case of extreme heat the tournament will instruct the referees to give the players a short water break in each half. Players are allowed to leave the field, and coaches may substitute players with the approval of the referee.
- b) In case of lightning, one long blast will signal everyone to leave the fields and wait in vehicles until the danger has passed and it is deemed safe to take the fields again. (Two short blasts of the horn)
- c) Tournament entry fees are not refundable if inclement weather forces the cancellation of the tournament.

### **Advance Soccer Complex Rules:**

- NO PETS
- NO SMOKING

- NO ALCOHOL
- NO FIREARMS
- NO GLASS CONTAINERS
- ALL TEAMS ARE RESPONSIBLE FOR PICKING UP TRASH ON THEIR SIDELINE IMMEDIATELY FOLLOWING THEIR GAME. PLEASE HELP KEEP THE FACILITY CLEAN ON BOTH SIDES OF THE FIELD
- GATES TO THE COMPLEX WILL BE OPENED ONE HOUR PRIOR TO THE FIRST GAME

### **Matters Not Provided For**

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