

GCSA 2016 Spring Festival State Recreational Tournament  
Union Soccer Complex, Tulsa OK  
3801 South 136<sup>th</sup> East Ave  
May 20-22, 2016

FIFA Laws of the Game (as amended in GCSA Standing Rules, Section V.) and GCSA Bylaws and Standing Rules will apply with the following exceptions.

1. Coaches must be prepared to check in at Tournament Headquarters as follows: Coaches will be required to bring the following to each game.
  - Copy of team's league-approved roster
  - Player passes for U11 Through U19

Coaches must have copies of team's league-approved roster in all ages plus player passes for U11 through U19. Failure to comply may result in forfeiture of the match and/or other disciplinary action as determined by the Tournament Games & Disciplinary Committee.
2. Both coaches and referee(s) must sign game card immediately following each match. The referee will submit game card to TOURNAMENT HEADQUARTERS.
3. No player shall wear anything which is dangerous to him/herself or to any other player.
  - a. No jewelry of any kind. Jewelry may not be taped.
  - b. Medical casts, splints, braces and wraps must be approved by a GCSA Tournament Official before first game. A written approval will then be given to the player to be presented to game referees when requested.
4. U7 and U8 will play 5v5, which includes the Goalkeeper.
5. If one or both teams fail to field the proper amount of players, the result will be forfeiture by one or both teams. Teams must have the minimum number of players at game time.
6. If a team fails to field a team and the Tournament Games & Disciplinary Committee determines that the team has "dropped out" of the tournament, previous games involving this team will be considered a forfeit and changed to a 1-0 (3 points) win for each of the involved teams. This will be done so that no team will be provided an advantage from such an action.
7. The Home team will be responsible for differentiating jersey color and is listed first on the game schedule.
8. Guest Players will be allowed for all ages - limit of three (3) per team. You may not register more players than the age group roster limit allows. Guest players must be age appropriate for that age group. Competitive players may not guest play on Recreational Teams.
9. All cautions and ejections will be recorded and reported to the Tournament Games & Disciplinary Committee by game officials within 30 minutes of the end of the match for further action. A player or coach ejected or receiving two yellow cards (cautions) in one match will automatically be suspended

from at least his/her next tournament match. The accumulation of three yellow cards during the tournament will also result in automatic suspension from at least his/her next tournament match.

10. There will be a Tournament Games & Disciplinary Committee at the tournament site. Any decisions regarding discipline, forfeiture, game terminations, protest, etc., will be handled by 10 PM each day. ANY DECISION BY THIS COMMITTEE IS FINAL.
11. Any game, which is terminated after the start of the second half due to weather, will stand as played.
12. The GCSA Bylaws and Standing Resolutions will govern any situation or questions not covered herein. The Tournament Games & Disciplinary Committee, whose decision is final, shall determine any other matter.
13. Games may be canceled or postponed only by GCSA Officials after consultation with the Club Officials.
14. For U12 and younger, we will attempt to keep the pools as pure-aged as possible. However, if too few teams apply for an age division, then teams that have applied will be consolidated into a mixed age group.
15. **Head Coaches are responsible for their own behavior, the behavior of their team’s staff, their players, and their spectators. Referee abuse (by coaches, players or spectators) WILL NOT BE TOLERATED and head coaches can be sent off. Coaches and Players that are sent off will be required to sit out the next scheduled match (semi and final matches included).**

## GAME LENGTH

Age	Pool Play	Semi and Finals	Halftime	Field Players	
				Min	Max
U5, U6	4 x 8 minute quarters	N/A – Festival Format	5 minutes	2	3
U7, U8	2 x 20 minute halves	2 x 20 minute halves	5 minutes	4	5
U9, U10	2 x 25 minute halves	2 x 25 minute halves	5 minutes	5	6
U12	2 x 25 minute halves	2 x 30 minute halves	5 minutes	6	8
U14	2 x 30 minute halves	2 x 35 minute halves	5 minutes	7	11
U16	2 x 30 minute halves	2 x 40 minute halves	5 minutes	7	11
U19	2 x 35 minute halves	2 x 45 minute halves	5 minutes	7	11

U6 players will have a 2-minute break between the 1<sup>st</sup> and 2<sup>nd</sup> quarter and another one between the 3<sup>rd</sup> and 4<sup>th</sup> quarter.

THERE WILL BE NO OVERTIME PLAYED IN PRELIMINARY MATCHES. FOR SEMI- AND FINAL MATCHES, 2 COMPLETE, 5-MINUTE EXTRA TIME PERIODS WILL BE PLAYED (NO SUDDEN VICTORY). IF STILL TIED AT THE END OF EXTRA TIME, FIFA KICKS FROM THE MARK WILL BE ADMINISTERED TO DETERMINE THE WINNER.

## POINT SYSTEM AND TIE BREAKERS

Teams will be awarded points using the following system:

- Win 3 points
- Tie 1 point
- Loss 0 points
- U5 and U6 games are “festival style” and scores will not be recorded

Red Card – 1 point deduction for each Red Card

In the event of a tie during pool play, Bracket Winners and Wildcards will be determined in the following priority:

1. Head to Head
2. Goal Difference (maximum 3 per game)
3. Goals For (maximum 3 per game)
4. Goals Against
5. FIFA Penalty Kicks

## TOURNAMENT FEES

Referee fees are included in your entry fee and DO NOT have to be paid directly to the referee.

Fees for this tournament will be:

Age	Tournament Fee
U5, U6	\$130
U7, U8	\$185
U9, U10	\$250
U12	\$300
U14	\$325
U16	\$350
U19	\$350