



2017 Spring State Recreational
Tournament
Union Soccer Complex,
Tulsa OK
3801 South 136th East Ave
May 19-21, 2017



GCSA 2017 SPRING STATE RECREATIONAL TOURNAMENT

Sponsored By: MTsc U

NOTE: In the spirit of competition, all checked-in players shall play one-half of the game.

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 check in at Tournament Headquarters at least an hour before their first game. Failure to check-in prior the team's second game will result in forfeiture of all matches played until time of check in or other penalty(s) assessed by the Tournament Games & Disciplinary Committee in case of losses.

Coaches will be required to bring the following to check-in:

- Copy of team's league-approved roster
- Copy of league-approved roster for guest player
- Player passes for U11 Through U19, including guest players

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 are to be approved by the center official.
4. U5/U6 will play 4v4, with the maximum roster size of 8.
5. U7 and U8 will play 5v5, which includes the Goalkeeper.
6. 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.
7. If a team fails to field a team within 10 minutes of scheduled start time 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 (only applies to preliminary games).
8. The Home team will be responsible for differentiating jersey color and is listed first on the game schedule. All players will have numbers visible on their jerseys. Home team and spectators will

sit on North or East side of field, depending on set-up.

9. This is a Recreational and Rec Plus Tournament where Guest Players will be allowed for all ages - limit of three (3) per team. However, you may not register more players than the age group roster limit allows. Guest players must be age appropriate for that age group. **Competitive and Academy players cannot guest play on Recreational or Rec Plus Teams.**
10. 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. If ejection received at last game of the tournament, suspension is to be served at next scheduled league game or tournament, whichever comes first.
11. 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.**
12. Any game, which is terminated after the start of the second half due to weather, will stand as played.
13. The GCSA Bylaws and Standing Resolutions will govern any situation or questions not covered herein. No protests are allowed unless misapplication of the law and it affects the outcome of the game. The Tournament Games & Disciplinary Committee, whose decision is final, shall determine these and any other matter, issue, complaint. Per FIFA rules, judgment calls are unprotestable.
14. Games may be canceled or postponed only by GCSA Officials after consultation with the Club Officials.
15. 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. Once teams are accepted, leagued and schedules published, no refunds will be made.
16. **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	3	4
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	7
U12	2 x 25 minute halves	2 x 30 minute halves	5 minutes	6	9
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 1st and 2nd quarter and another one between the 3rd and 4th 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. (This does not include any added time afforded by the referee to games to make up for chasing balls, substitutions, injuries, etc.)

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 (maximum 3 per game)
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	\$350
U16	\$380
U19	\$400