

# Union Soccer Club: Snowball Cup 2024 Tournament Policies & Rules

## LOCATION AND COMPLEX RULES

**Tournament Location** – USC recreational tournaments are held at the Bill Boevers Fields, located at 3801 South 136th East Avenue in Tulsa.

**Tournament Headquarters** – The Tournament Headquarters is located on the west barn. The HQ is the location of all tournament operations including team check-in, field marshal check-in, scoring, award presentations, and lost and found.

**Complex Facilities** – Free parking is provided in designated areas on in the complex. Restroom facilities and concession stands are also available.

**Standard of Conduct** – All visitors to USC are expected to maintain a high standard of conduct, keeping in mind they are guests in a public area with children present. The use of foul, abusive, or threatening language will not be tolerated. Should it come to the attention of tournament officials, any person, persons, or team has conducted themselves inappropriately, the Tournament Director reserves the right to take remedial action, which may include a deduction of team points, forfeiture of a game, expulsion of the person, persons, or team from the tournament, or banning of a team or club from future USC tournament events.

**Alcoholic Beverages** – Alcoholic beverages and glass containers are prohibited at USC. The use and consumption of any alcoholic beverage immediately before, during, or immediately after the playing of any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition will be subject to disciplinary action and/or suspension by the Tournament Director.

**Tobacco/Vapor** – Tobacco and Vapor use is requested to be limited to the parking areas of the complex.

**Pets** – Pets are not allowed within any fenced area or near playing fields at USC per Tulsa City Ordinance. This shall not apply to police dogs used in law enforcement, or to clearly identified service dogs used as an aide to a person with a hearing or sight disability.

## TEAM ELIGIBILITY & PLAYER CRITERIA

This tournament is open to the following teams:

Boy and girl teams:

- Recreational (U6-U19, including Rec +)
- Academy (U6-U10)
- Competitive (U11-U19)

Teams must be registered with a US Soccer affiliate club and currently playing in a sanctioned league. An official stamped copy of the team's current roster must be on hand by the team for the duration of the tournament.

If your club uses GotSport, [click here](#) for instructions on how to print your official roster. This is not a "GotSport Roster", this is an official stamped copy of your team's roster.

If your club does not use GotSport, you will need to contact your club administrator to get your Official Roster. Teams will be required to register and play in the age group shown on their official team roster. Teams may request to play up one age group. Play up requests will be evaluated by tournament officials with the final decision to grant such requests falling to the Tournament Director. Playing down will not be allowed.

Each player must be properly registered with a US Soccer Affiliate and be included on a current team roster. Players may NOT play on more than one team during the tournament. Player passes are also required for U9 through U19 age players.

Guest players are allowed based on the following guidelines:

Guest players must be included on a current team roster or registered as a player through a US Soccer Affiliated Club. An official copy of the guest player's team roster must be on hand by the team for the duration of the tournament.

Competitive players are not allowed to play in a recreational bracket. Guest players must be age appropriate for the age group in which they plan to play. [CLICK HERE](#) for full guest player rules and registration procedures. [CLICK HERE](#) to get to the OSA Guest Player Form.

The total number of roster team players plus guest players cannot exceed the maximum roster limits shown below.

Division	Age Group	Format	Guest Players Allowed	Entry Fee	Max Roster Size
Recreational & Academy	U6	4V4	1	\$200	8
Recreational & Academy	U7,U8	4V4	1	\$250	10
Recreational & Academy	U9,10	7V7	2	\$375	14
Recreational & Competitive	U11,U12	9V9	3	\$425	18
Recreational & Competitive	U13,U14	11V11	3	\$475	22
Recreational & Competitive	U15-U19	11V11	3	\$525	22

## TOURNAMENT RULES AND POLICIES

**Team Check-In Requirements** – The check-in procedure can be found [here](#).

**Seeding & Bracketing** – The Bracketing Committee will seed teams based on the results information provided on the team's online tournament application and information found on club/league websites or GotSport to determine team strength. The Committee will take care to avoid, when possible, having teams who normally play each other in league play being paired to play each other in the tournament. If a team withdraws after bracketing is complete, there will be no reseeding of brackets and games will be shown as forfeits. The tournament committee has the right to combine U7/U8, U9/U10, U11/U12, U13/U14, U15/U16, U17/U18/U19 or play each age bracket pure age. Coed teams will automatically be placed in the boy's division.

- U6-U10 – Tournament Committee will try to keep all registered Academy and Recreational teams in separate brackets but reserve the right to combine in order to form a bracket.
- U11-U19 – Recreational and Competitive teams will be put in separate brackets unless discussed with all teams involved.

**Game Schedules** – Each team will be scheduled to play a minimum of three (3) games. Scheduler will also attempt to avoid conflicting games for coaches who identify that they are coaching multiple teams (via email to [tournament@unionsoccerclub.org](mailto:tournament@unionsoccerclub.org)). Schedules are published as early as possible to allow coaches time to review for conflicts, but due to the complexity of scheduling, there is no guarantee that all conflicts can be resolved. Coaches are encouraged to have a registered assistant coach present at the tournament. Specific scheduling requests may be submitted but are not guaranteed to be honored.

**Schedule Requests** – All schedule requests must be made via email to [tournament@unionsoccerclub.org](mailto:tournament@unionsoccerclub.org) before the registration deadline to be considered. Schedule Request will not be accepted via GotSport or after the registration deadline. The tournament committee cannot and will not guarantee that scheduling requests will be honored. The Tournament Scheduler will try to accommodate as many requests as possible, but due to the number of teams and requests that come in, there is no way to guarantee all requests will be honored.

**Refunds/Cause for Dismissal/Application Acceptance** – Any refund of registration fees is at the discretion of the Tournament Director. Bracketing, seeding, or schedules shall not be a basis for a refund request. No refund shall be provided to a team removed from the tournament due to disciplinary reasons or for providing false or misleading information at registration/check-in. Once a team is accepted the payment form will be charged for the registration fee. Failure to provide correct or adequate payment information will result in the application being dismissed or acceptance being delayed until the issue is corrected. In the event the tournament reaches capacity for an age group any applications with unresolved issues will be declined.

### FLIGHT STRUCTURE, SCORING AND TIE BREAKERS

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

- 5 Team Flight – Each team plays 4 games in group play, with the champion and runner-up determined by points after group play. No final match.
- 6 Team Flight – Teams are divided into two brackets of 3 teams each. Each team will play 2 games in group play within their bracket. After group play, the third-place teams from each bracket play each other in a consolation game. The 1st place team from bracket A plays the 2nd place team from bracket B and the 2nd place team from bracket A plays the 1st place team from bracket B in two semi-final matches. The winners of each semi-final match play each other in the final.

**Scoring** – Scoring used to determine team standings at the end of group play will be based on a three (3) point system:

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

**Tie Breakers** – The following tie breakers will be employed for the tournament:

- Group Play – If at the end of group play, if two or more teams are tied, the group (or wild card) winner will be determined using the following order of tie breakers listed below. In the event there are more than 2 teams tied after the first team is advanced the two or more remaining teams will begin the tie breaker from the beginning of the process until a team to advance is determined:
  - Winner of head-to-head competition
  - Goals For. Total of goals scored for duration of tournament (up to 3 per game)
  - Goals Against. Total of goals scored against your team for the duration of the tournament (up to 3 per game)
  - Goal Differential. Highest goal difference; sum of goals scored minus sum of goals allowed (a maximum of 5 goals per match in each category)
  - Kicks from the mark in accordance with FIFA Laws of the Game (Revised September 2022)
- Semi-Final/Final – If a tie exists at the end of regulation playing time in a semi-final or final match, an overtime period consisting of two (2) five-minute halves will be played. There will be no Golden Goal during the 2 five minute overtime periods. If, at the end of the overtime period, the score remains tied; kicks from the mark will be taken in accordance with FIFA Laws of the Game to decide the winner.

**Inclement Weather and Playing Conditions** - Teams will be expected to play regardless of weather conditions. The Tournament Director will determine if playing conditions warrant the postponement or cancellation of any scheduled games. The Tournament Director has the authority to modify any and all tournament rules in order to safely and fairly end the tournament successfully. Referees shall retain the right to decide if safe playing conditions exist.

**Game Delay or Field Change Notifications** - It is the responsibility of each team’s coach or manager to check with the Tournament Headquarters or the USC website for game delay, or revised game time information. [www.unionsoccerclub.org](http://www.unionsoccerclub.org). It is advised to check your schedule before each game in case of field changes. Field changes can be found on the online tournament schedule.

## WEATHER CONTINGENCY PLAN - TOURNAMENTS

### LIGHTNING / SEVERE WEATHER PLAN DURING GAME

The safety of our players, parents, volunteers, and fans is the highest importance to USC. Therefore, in the event of severe weather and/or lightning, the following plan below will be in place.

- **SUSPEND PLAY:** 1 long blast of the air horn:
  - All persons leave the soccer fields immediately and seek shelter in vehicles. **DO NOT** leave the complex. Play will resume after the threat has passed and the official all clear has been issued.
- **RESUME PLAY:** 3 short blasts of the air horn:
  - All persons come back to field to resume play.

**INCOMPLETE MATCHES** - In the event of an incomplete match due to a long game suspension for ongoing severe weather, lightning delay or if match play is terminated by the Field Referee or the Tournament Director, the following contingency plan will be in place:

- If games are suspended and have made it to or past halftime, the score at stoppage of play will be considered the final score.
- If games are suspended in the first half, the Tournament Director may shorten halves, or do kicks from the mark to get back on schedule depending on the stoppage time and the ability to restart the match.
- If teams are tied at the end of group play due to a suspension, the tied teams will go to kicks from the mark to determine who proceeds to the next round.
- If a match cancellation creates a situation where teams are unable to play an equal number of preliminary matches, tournament points within a respective flight will convert from total points to average points for all matches played.
  - For example:
    - Team A scores 22 points for 3 matches: Average Points = 7.33
    - Team B scores 30 points for 4 matches: Average Points = 7.50
    - Average Points will be rounded to the nearest hundredth (0.00)
    - The team with the highest average points will be declared the winner of the division.
    - The same system will also be used to determine wild card teams where necessary.
- In the event the tournament is cancelled, either in whole or part, the USC is not responsible for any expenses incurred by any team. However, a portion of the entry fee may be refunded at the Tournament Director's discretion, after any outstanding tournament expenses are deducted.

**Forfeits** – If a scheduled team does not report for play within ten (10) minutes of the scheduled starting time, the match may be declared a forfeit. All forfeits will be scored at the conclusion of the qualifying rounds as follows:

- The team that “wins by forfeit” will be deemed to have scored the average number of goals it actually scored in its other matches (up to a maximum of three (3) goals per match) and not to be less than one (1) point.
- Goals deemed scored will be rounded to the nearest whole number. Decimals of .50 or greater will be rounded upward.
- For the purpose of awarding points, the team that “wins by forfeit” will receive 3 points for the win and the goal points for the goals deemed scored.

**Awards** – Team trophies and player medals will be awarded as follows:

- All U6 players will receive participation medals after their final game. Teams can use the Awards Area for their presentation if not in use.
- Players on the 1st and 2nd place teams in each flight will receive medals.
- The 1st place team will receive the championship trophy/plaque.

**Uniforms and Player Equipment** – All members of the same team must wear jerseys of the same color, except for the goalkeeper who will wear a different color to distinguish them from both teams and the referees. Team shorts should all match and be of the same color. Team socks and any applied tape or covering must also match and be of the same color.

- Each player on a team (with the exclusion of U6 players) must have a unique number on their jersey that matches the number shown on their official roster as approved during check-in.
- In the event that both teams show up wearing the same or similar color jersey, it is the responsibility of the team in the wrong color, be it home or away, to change to an alternate color jersey. Home team should wear white or light uniform and away team should wear black or dark uniform.
- All players are required to wear shin guards with socks completely covering the shin guards.
- No player shall wear anything that is dangerous to their self or other players, including but not limited to rings, earrings, watches, necklaces, etc.
- Protective head gear, casts, and splints may be allowed if adequately padded and wrapped to prevent injury to another player and must be approved by the center referee. Players wearing medical devices are encouraged to check in with the referee staff prior to game time to allow adequate time for alterations.
- Please refer to FIFA Law IV for questions concerning player equipment. The center referee will have final authority as to what is allowed on the playing field.

## TOURNAMENT SIDELINES

**Sidelines** – Teams and spectators shall seat themselves as follows:

- U6-U8 Age Teams:
  - The Home team (as listed on the schedule) and their spectators shall be seated on the East or North side of the field.
  - The Away team (as listed on the schedule) and their spectators shall be seated on the west or south side of the field.
  - Each team and their respective spectators shall remain on their designated side of the field throughout the match.
  - No persons may stand behind the goal line at any time during a match.
- U9-U10 Age Teams:
  - Teams shall be seated on the side of the field having technical area markings and player benches (where installed).
  - Coaches are required to remain within their respective technical areas unless invited onto the field of play by the Referee.
  - Only official team coaches/trainers/managers, as listed on the game form, may be in the team's technical area and provide instruction/assistance to players.
  - Providing coaching instructions from outside of the technical area is not permitted.
  - Spectators shall be seated on the opposite side of the field from the teams and must remain behind the painted standoff line.
  - No persons may stand behind the goal line at any time during a match.
- U11-U19 Age Teams:
  - Teams shall be seated on the side of the field having technical area markings and player benches (where installed).
  - Coaches are required to remain within their respective technical areas unless invited onto the field of play by the Referee.
  - Only official team coaches/trainers/managers, as listed on the game form, may be in the team's technical area and provide instruction/assistance to players.
  - Providing coaching instructions from outside of the technical area is not permitted.
  - Spectators shall be seated on the opposite side of the field from the teams and must remain behind the painted standoff line.
  - No persons may stand behind the goal line at any time during a match.

## TOURNAMENT MATCH RULES

**Rules of Play** – Tournament matches will be played in accordance with current FIFA “Laws of the Game” as modified herein:

- Green Country Rules of Competition will apply to all matches unless otherwise noted.
- All recreational players should play at least 50% of every game.
- US Youth Soccer guidelines for small-sided games will apply for all small-sided matches.

**Kickoff** – Kickoff will take place at the time shown on the tournament schedule. If a team is not present and ready to play within ten (10) minutes of the scheduled kickoff time, the match may be considered a forfeit.

**Match Format/Length** – All matches will be as shown below, conditions permitting. The Tournament Director reserves the right to shorten games in the event of inclement weather or other warranted conditions.

Division	Age Group	Format	Ball Size	Offside	Game Length	Overtime	Game Length Semi & Finals
Recreational & Academy	U6	4V4	3	No	Four 10-minute periods	None	
Recreational & Academy	U7,U8	4V4	3	No	Four 10-minute periods	Two 5-minute halves	Four 10-minute periods
Recreational & Academy	U9,10	7V7	4	Yes	Two 25-minute periods	Two 5-minute halves	Two 25-minute periods
Recreational & Competitive	U11,U12	9V9	4	Yes	Two 25-minute periods	Two 5-minute halves	Two 30-minute periods
Recreational & Competitive	U13,U14	11V11	5	Yes	Two 30-minute halves	Two 5-minute halves	Two 35-minute halves
Recreational & Competitive	U15-U19	11V11	5	Yes	Two 35-minute halves	Two 5-minute halves	Two 35-minute halves

NOTE: The game clock will not stop except in the case where an injured player must be removed from the field by medical personnel. In the case of extreme hot or humid conditions, water breaks may be designated by the tournament director. The clock will not stop during water breaks.

**Slide Tackling** – No slide tackling in U6-U10

**Sweeper/Keepers** are strongly discouraged in the U8 and younger age groups.

**Heading Rule:** In 2016, USYS issued a new rule on heading by young players. In an effort to comply with that rule, players on U12 teams and younger shall not be allowed to head the ball. (U12 Competitive teams may head, if agreed upon by both coaches and center referee before the game starts.) If a player deliberately heads the ball, an indirect free kick will be awarded to the other team at the site of the penalty.

**Substitutions:**

- U6-U12 – At the referee’s discretion, substitutions shall be unlimited and be permitted at any stoppage of play. Substitutions at times other than halftime shall be made at the halfway line.

Players may only enter the field with the permission of the Referee or Assistant Referee after the substituted player leaves the field.

- U13-U19 – Substitutions shall be unlimited. Substitutions at times other than halftime shall be made at the halfway line. Players may only enter the field with the permission of the Referee or Assistant Referee after the substituted player leaves the field. Substitutions may be made at the following times:
  - Prior to a throw-in by either team (at referee's discretion).
  - Prior to a goal kick by either team.
  - Following a goal by either team.
  - After an injury by either team, if the injured player is substituted.
  - After a caution is issued for the cautioned player only. (The opposing team may substitute an equal number of players)
  - At half time.

**Conclusion of Match/Reporting** – At the conclusion of the match, the Field Referee shall complete the scorecard in detail and submit to the appropriate tournament staff within 30 minutes of completion of the match. The Tournament Committee will maintain an up-to-date list of all red and yellow cards issued during the tournament. A player that receives three (3) yellow cards will be prohibited from playing in the next scheduled game. A red-carded Player or Coach will receive an automatic one-game suspension and the Tournament Director will review continued participation. Field Referees will be notified if a team has an ineligible Player or Coach for their match. All cautions and red cards will be reported to OSA. Where required, red card suspensions not fulfilled during the tournament will carry over to league play.

**Protests and Appeals** – No protests or appeals will be heard unless the rules of the match have been misapplied by the Field Referee and have materially affected the outcome of the game. The protest must be made in writing within 1 hour of the conclusion of the match and be accompanied by a \$50.00 bond. The Tournament Director, a Referee Staff, and one Tournament staff member will determine whether or not such action materially affected the outcome of the match. If, in their opinion, the outcome was materially affected, they may take whatever remedial action they deem appropriate and the \$50.00 bond will be returned. The decision of the Tournament Director is final and an appeal of the decision will not be allowed. No judgment calls made by the referee may be protested.

### **Team Discipline**

The Tournament Committee will uphold all suspensions of players and/or coaches, as appropriate. An ejected (red-carded) player or coach who is "Sent Off" is ineligible for their team's next scheduled match. This includes semi-final and final matches. Any player ejected (red-carded) due to violent conduct will be sent off immediately from game and prohibited from playing the remainder of the tournament. Any player who receives two (2) yellow cards in one match will be treated the same as having received a red card. Any player who receives an accumulation of three (3) yellow cards during the tournament will be treated as having received a red card. Each player or coach who becomes ineligible for his/her team's next match under the items above will cause his/her team to lose one (1) point in the tournament standings for each red card or equivalent that he/she receives. The team's coach is responsible for the actions of his or her team staff, players, and spectators. Verbal abuse of referees, players, and/or spectators will not be tolerated, and a team's head coach may be disciplined for such. Such actions may also result in termination and forfeiture of the match and/or expulsion from the tournament. Any coach who has been ejected from the match must remove

him or herself out of “sight and sound” from the playing field within two (2) minutes of ejection or risk match forfeiture. Communication from an ejected coach to the team or team staff is not permitted and may result in the match being a forfeit. Any coach, or trainer, who withdraws his or her team from the field during a match, will receive a red card and his or her team will forfeit the match. Field Referees will note all prior ejections of players, coaches, or trainers as furnished by the Tournament Director before the match time and ensure that any such ineligible player or coach does not participate in the match. Field Referees will also notify the Referee Assignor of any yellow or red cards in the match just completed by clearly noting it on the match form turned in at the Referee Headquarters. The Tournament Director will make note of the card(s) issued and the offenses in order that a written report may be made to the player’s or coach’s respective club, league, or association for further action, if needed.

**Tournament Director**

It is the responsibility of the Tournament Director to understand and employ these rules in a manner consistent with fair play and the spirit of the game. For issues not specifically addressed herein, and/or for issues that become subject to interpretation, all decisions made by the Tournament Director are final and binding.