

Ottawa-Glandorf Soctoberfest Classic Tournament

Rules and Regulations (Subject to change)

Eligibility: This is a recreational tournament intended to support and help develop local school soccer programs. The maximum roster size is 18 for U12 and U15, 15 for U10, and 12 for U8. Roster sizes exceeding these limits are subject to approval by the Soctoberfest Committee. Only teams that have returned a team application, team roster/waiver, and the appropriate entry fee will be eligible to participate. All rostered players for each team shall be from the same school district or compete on the same team in a recreational league. Reasons for rosters not meeting these criteria need to be submitted to the Soctoberfest Committee and is subject to approval.

* U8 – 1st and 2nd grade kids or younger. Male & Co-ed divisions. Co-ed division must have a minimum of two female players on the field at all times. If two female players cannot be fielded because of injury or availability, a male player cannot replace the female player and the team will need to play less that number of players on the field.

* U10 – 3rd and 4th grade kids or younger

* U12 – 5th and 6th grade kids or younger

* U15 – 7th and 8th grade kids or younger. No player in the ninth grade may participate.

A player may not change teams after the tournament starts. A player can only be on 1 roster.

Format:	U-8.....6 vs. 6	(20 minute halves)...	male & co-ed divisions	Size 3 ball
	U-10.....9 vs. 9	(25 minute halves)...	boys & girls divisions	Size 4 ball
	U-12.....11 vs. 11	(30 minute halves)...	boys & girls divisions	Size 4 ball
	U-15.....11 vs. 11	(30 minute halves)...	boys & girls divisions	Size 5 ball

Your team must be ready to go exactly on time. There is no grievance time allowed. There is no warm-up time on the field. Prepare for the game prior to the game on vacant spaces off of the field.

Game Balls: Will be provided by the tournament committee. If a match ball is not provided by the tournament, the home team (listed first on the schedule) will provide the game ball.

Uniforms and Equipment: All teams must have a set of alternate colored jerseys. In the event of a conflict of jersey colors, the home team (listed first on the schedule) will change uniforms. Cleats must be soccer style and pass inspection by the referee. Shin guards are mandatory. Socks must be worn over shin guards. Shirts must be tucked in. Primary jerseys must have numbers.

Rules: FIFA rules will apply to all games, conditions, and situations unless otherwise specified within these tournament rules.

U-8 Free Kicks: All free kicks will be indirect. There are no penalty kicks in U8.

U-8 Off-sides: There is NO off-sides in the U-8 division.

Substitutions: Substituting players must be at the center line and receive the referees signal to enter.

- On your own throw in. The team in possession of the ball for a throw in may substitute. If a team in possession of the ball for a throw in substitutes players, the opposing team may substitute at the discretion of the referee.
- Prior to a goal kick by any team.
- After a goal is scored by any team.
- In case of injury (one-for-one for the injured player)
- For a player receiving a yellow card, prior to game restart only. - At halftime, or between quarters.

Blood:

A player who is either bleeding or has blood on his/her uniform shall be required to be removed from the field and allowed to return only when in the opinion of the referee the bleeding has stopped and the blood has been removed from the uniform.

Safety:

- 1) The referee or medical professional's decision as to the safety of the players is final including injuries and when players need to leave the field of play.
- 2) All players must wear shin guards.
- 3) No metal-rimmed glasses or jewelry of any kind will be permitted.
- 4) Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with high density polyurethane or an alternate material of similar physical properties to protect the injury. Players may not play without the approval of the Referee.

Schedules and Scores: All schedules will be deemed final. In the event of a last minute change, adjustments will be made and presented to the coaches at registration. Each coach is responsible for signing the official score card after the game and the coach of the winning team is responsible for delivering the scorecard to the registration tent. In the event of a tie, the home team on the schedule is responsible for delivering the scorecard to the registration tent. Each coach is also responsible for checking the accuracy of scores reported on the official scoring board. Errors in posting must be brought to the attention of the head scorer within one hour of the games end.

Ejection: If for any reason a player or coach is ejected from a game (receiving one red card or two yellow cards in the same game), the same player or coach will lose their eligibility to participate in their next game. In addition, they may lose their right to participate in the ENTIRE TOURNAMENT depending on the gravity of the situation as determined by the official involved and the tournament committee and any consistent infringement will be reviewed. Foul or abusive language is grounds for ejection. Spectators are expected to display good sportsmanship and are subject to ejection at the discretion of the referee or tournament officials. A forfeit will result if a spectator refuses to comply with an ejection.

Standings: Each team will be awarded 3 points for a win, 1 point for a tie, and 0 points for a loss. The winner of each group will advance to the championship game. In the event of ties in the standings, the following procedure will determine the group winner:

- 1) Head to head competition. In the event that there is a three way tie, head to head competition is thrown out.
- 2) Highest goal differential (Maximum of 5 per game)
- 3) Fewest goals allowed (Gross Total).
- 4) Most goals scored (Maximum of 5 per game)
- 5) Coin toss

Divisions with six teams or more will be divided into two team groups. Teams may play a cross over game with a team from another group. All results from the cross over game will count toward each teams standing except the head to head competition. One team from each group will advance to the finals.

Divisions with 5 or fewer teams will play a three game schedule. The first and second place teams as determined by points gained and tiebreakers will advance to the finals.

In the event a team plays a fourth scheduled game, the results of the game will not affect the point standings for that team. The results of the game will count for head to head competition tie breaker, but will not be included in other tie breaker scenarios.

Awards will be given to the Champion and Runner-up team in each division upon completion. All awards will be given out upon completion of the championship game at the registration tent.

Forfeits: Any team that cannot field at least 7 players (5 in U-8 and U-10) within 5 minutes of the scheduled game start will forfeit. The team winning will be awarded a score of 5 to 0.

In the event of a registered team dropping out of the tournament after all games have been scheduled, the Soctoberfest Committee will attempt to adjust and reschedule the games. The score and points awarded will be adjusted so teams involved are treated fairly.

Weather: Games called off due to weather or unforeseen events, by the referee or tournament director, conditions will be decided as follows:

- 1) If no game is started or played, the score will be 0-0 and 1 point for a tie for each team.

- 2) Games canceled after play has started at any point in the game, will be scored according to the score at the time the game was called off.

Weather and forfeitures are beyond the control of the tournament committee. Therefore, funds will not be refunded due to the cancellation of any or all of this tournament. If necessary, and when feasible, the tournament committee reserves the right to modify game times and duration. Three games are not guaranteed, there will be no makeups for games canceled before or after play has started.

Spectators: Coaches and players are required to stand on the same side of the field during competition. Each team is limited to two coaches per game. Spectators are required to be on the side of the field opposite the teams. No coaches or fans are permitted near the end lines.

Protests: There will be NO protests. The Tournament Director's interpretation of these rules/regulations shall be final.

Championship Games All Divisions (if applicable):

Red Card – Player is not allowed to play the rest of the game.

Tie – In the event of a tie, there will be two 5 minute Sudden Deaths and then shoot-outs.

Heading: Players on U-10 and younger teams are prohibited from deliberately striking a soccer ball with any portion of their head during any game or other soccer related activity. If a U-10 or younger player engages in heading a soccer ball, contrary to the above listed prohibition, the parents/guardians and the player accept the risk and/or peril of doing so.

When a player rostered on a team playing in an U-10 or younger division deliberately strikes the ball with his / her head during game, referees shall consider the act to be Dangerous Play and handle the matter accordingly as an infraction of the Laws of the Game.

STANDARDS of CONDUCT & DISCIPLINE:

Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from the Tournament.

- 1) All participants in the Soctoberfest Tournament will be expected to maintain high standards of conduct during their stay in the Glandorf area. These standards are expected of players, referees, and other guests. Should it come to the attention of the Tournament Directors that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament.
- 2) There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of his or her spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.
- 3) All coaches will remain within 10-20 yards of the center-line on their half of the field, on the side opposite of both team's spectators. Teams will be located on the same side of the field. Spectators will be on the opposite side.
- 4) Spectators may be ejected from the park for improper conduct, at the discretion of the tournament officials. Artificial noise makers, such as air horns, bells, etc. are not permitted.
- 5) If field conditions are such that there is a problem with interference by an outside agent, such as a tree overhanging the field for instance, the play will be restarted with a drop ball.
- 6) Persons ejected due to any of the above situations must leave the site immediately.

In case a situation that may arise and is not addressed specifically in these rules, Tournament Committee's interpretation of the foregoing rules/regulations and unforeseen circumstances shall be final.