

# Soktober Fest

ADULT SOCCER FESTIVAL



## **TOURNAMENT DATES, TIMES and LOCATION**

The Northeast Oklahoma Adult Soccer Association, SoktoberFest Adult Soccer Festival tournament games shall be scheduled for play during the weekend of October 18-20, 2019. Out of town and out of state teams and referees are invited to participate. All games will be held at Metro Tulsa Soccer Fields, located at 10715 South Delaware in south Tulsa. Early bird registration is \$475 until midnight of Thursday, September 26<sup>th</sup> and \$525 until October 6<sup>th</sup>. Registration closes Sunday, October 6<sup>th</sup>, 2019.

## **TOURNAMENT SANCTIONING**

The SoktoberFest Adult Soccer Festival is hosted by Northeast Oklahoma Adult Soccer Association (NEOASA) and is sanctioned through Oklahoma Soccer Association (OSA) and United States Adult Soccer Association (USASA).

Every player must be registered with USASA/USYSA by proof of valid USASA/USYSA player pass. Any player who cannot provide a valid USASA/USYSA player pass will be required to obtain a "tournament only" player pass through the tournament committee. Additional fees may apply.

## **PLAYER CRITERIA**

The following are the requirements for all participating players:

- Any athlete meeting this Player Criteria may register and play in this tournament.
- Minimum age of 16 with release/acknowledgement from their Youth governing body.
- All players must have proof of eligibility (USASA/USYSA player pass) and provide it as required prior to and during the tournament.
- All guest players must be currently USASA registered for the soccer year or must register for the single event and complete the individual registration form.
- All teams from a state association other than Oklahoma Soccer Association must provide a valid travel permit in addition to their player passes.

- All 11v11 division teams are limited to 20 players. All rostered players are eligible to suit up. Absolutely no roster changes after the start of your first game.
- All players must wear a tournament issued wristband during the entire duration of the tournament, and for each registered team. Lost wristbands will **NOT** be replaced. Broken wristbands will be replaced upon presenting the broken wristband.
- Team reps / coaches are responsible for ensuring each rostered player has checked in, received and is wearing an official tournament wristband.
- Any team that plays a player without that team's designated wristband is subject to forfeiting that game.

## **TOURNAMENT FORMAT**

Teams are made up of any soccer player meeting the Player Criteria above, identified by the team representative/coach. The playing divisions are:

- **Men's Super Group:** Adult Division 1 teams only as assigned by the home association.
- **Men's Competitive:** Adult Division 1, Division 2 and Youth Under 19 Competitive teams as assigned by the home association.
- **Men's Over 30 Competitive:** Adult Over 30 Division 1 teams only as assigned by the home association. Players under 30 may participate so as long as they turn 30 during the soccer year (September 1-August 31)
- **Men's Over 30 Recreational:** All other Adult Over 30 teams only as assigned by the home association. Players under 30 may participate so as long as they turn 30 during the soccer year (September 1-August 31).
- **Men's Over 35 Recreational:** Adult Over 35 teams only as assigned by the home association. Players under 35 may participate so as long as they turn 35 during the soccer year (September 1-August 31) - (pending enough registration).
- **Men's Recreational:** All other Adult Division and Youth Under 19 teams as assigned by the home association. May have as many as 4 Divisions.
- **Women's Recreational:** All other Adult Division and Youth Under 19 teams as assigned by the home association. May have as many as 4 Divisions.

## **GAME SCHEDULING**

Three (3) scheduled games are guaranteed for each team. The three (3) games will be round robin play within their division whenever possible. However, NEOASA reserves the right, at its own discretion, to determine the best scheduling rotation and/or division using the team information forms and general knowledge of team past performance. Teams may have more than one game per game day. Crossover games between divisions (or groups within division) may be necessary if divisions contain less than four teams. It may be necessary to have a quarter- final game.

It is the SOLE responsibility of the coach or team representative to check the schedule for any changes the day of tournament play; you will not be personally notified. Game schedules will be available on the [www.soktoberfest.com](http://www.soktoberfest.com) web site prior to the commencement of the Tournament and are subject to change. Changes in the schedule for the day will not be posted on the web site and will be posted at the Check-In table. Standings will be updated at the end of the game day at a minimum and periodically throughout the tournament as possible.

The HOME team will be listed first in the pairings and is listed on top.

## **TEAM PAIRINGS**

Every reasonable effort will be made to provide a wide variety of club affiliation opponents for each team participating in the tournament. Special attention will be given to avoiding, whenever possible, having teams who normally might play each other due to their club affiliation being paired to play each other in the tournament. (Note: After scheduling is completed and a team withdraws, there is no reseeding.) It may be necessary to play across brackets depending on the number of participating teams.

## **SCORING & TEAM STANDINGS**

Team standing will be based on a point system per the following:

- Three (3) points for a win;
- One (1) points for a tie;
- Zero (0) points for a loss;

## **NOTE:**

The coach is responsible for their players and their spectator's behavior. Verbal abuse will not be tolerated. Expulsion from a or forfeiture of the game and expulsion from the SoccerPlex may result.

## **FORFEITS**

In the event the required number of players for a team is not on the field at its scheduled time or the soonest time thereafter in the event of delayed starting of the game, the game may be declared as a forfeit by the official in favor of the opponent. In such case, the score will be recorded on the scorecard as three (3) to zero (0) in favor of the team present and eligible to play. Such winning team will be awarded points for the win and the number of goals pursuant to the score above and the shutout. Forfeiture of any game may result in the disqualification of forfeiting team from the event - at the discretion of the tournament committee.

## **TEAM UNIFORMS**

All players must wear uniforms consisting of the following:

- The same style and color jersey with a unique player number on the back except for the goalie.
- Team's designated official tournament wristband.
- SHIN GUARDS ARE MANDATORY
- Appropriate athletic shoes for soccer
- Garments being worn for warmth must be worn under team uniform and jersey numbers must always be visible.

## **NOTE:**

- Each team must bring either (a) both light and dark colored jerseys with numbers or (b) target tops where the number on the jersey can be seen by the official. In the event of a jersey conflict between opponents, the home team is responsible to change their jersey colors either by (a) or (b) herein.
- Players must wear their number that is submitted on their team's roster.
- No casts (unless inspected and allowed by the center referee), splints, stitches, rings (except for wedding rings/bands), necklaces, chokers, earrings, watches, jewelry of any sort, etc. may be on the player during the game.

## **GAME BALL**

Each home team must provide a suitable game ball for the game to the field referee.

## **CREDENTIAL CHECK-IN**

All teams must check in their teams at the NEOASA designated check-in area to review rules, to pick-up tournament information, confirm and pick-up their pre-approved team roster, confirm all waiver and indemnification form signatures (if not a USASA registered player) has been received and approved, and to check-in their attendance. Failure to check in prior to your first game will result in disqualification for the upcoming game and such check-in must be completed thirty (30) minutes prior to the next game. Any player that cannot present the required credentials pursuant to the Player Criteria cannot participate in any games until such requirements are met.

## **GAME DURATION**

Games will consist of the following durations:

- Preliminary games will be two (2) equal periods of 30 minutes each.
- Semi-Final games will be two (2) equal periods of 30 minutes each.
- Final games will be two (2) equal periods of 45 minutes each.

## **NOTE:**

- A game is declared a forfeit if a team is not ready to play at the scheduled game time. In the event of an unforeseen condition in which a team is unduly delayed beyond their control, the Tournament Committee reserves the right to make an exception to this rule.
- Forfeiture of any game may result in the disqualification of forfeiting team from the event - at the discretion of the tournament committee.
- All referee decisions are final. No protest will be considered.
- Teams will be allowed unlimited substitutions, with referee's permission, in accordance with FIFA rules.
- The game will be considered complete once the second half begins.

## **TIE BREAKERS**

In the event two teams are tied in points at the end of the preliminary rounds, the following will determine who proceeds further in the tournament, in order as shown:

- Least amount of goals allowed;
- Most goals scored;
- A Coin Toss

In the event two teams are tied in points at the end of the semi-finals/final matches, the following will determine who proceeds further in the tournament, in order as shown:

- Two (2) overtime periods of ten (10) minutes (non-golden goal);
- Penalty kicks in accordance with FIFA rules.

## **EJECTIONS**

Any player receiving one (1) red card or two (2) yellow cards will be ejected for the remainder of the game and their respective team's next scheduled game. If a player receives a second red card, regardless of team/division during SoktoberFest, such player will be disqualified from playing the remainder of the tournament. Referees have the right to eject a player, coach or spectator from the game and the SoccerPlex. Play will not continue until the ejected person leaves the area around the game but the game clock shall continue – If such time continues for five (5) minutes or more, the match shall be declared a forfeit in favor of the opposing team willing by the greatest of final score or forfeit criteria. At all times during the tournament players, coaches, and spectators must have Good Sportsmanship. Abuse of referees will not be tolerated and could warrant ejection of the offending person or team from the SoccerPlex or disqualification of the team.

## **INCLEMENT WEATHER**

The right is reserved to modify, reschedule or cancel tournament games due to inclement weather. In the event a day is cancelled due to weather in whole or in part, there is no refund of any expenses incurred. All teams must be prepared and present to play in all weather conditions unless the game is delayed, postponed or cancelled by the Tournament Committee.

## **STANDARDS OF CONDUCT**

All participants in and fans and observers attending the tournament are required to maintain high standards of conduct while at the SoccerPlex. Should it come to the attention of NEOASA officials, tournament personnel or referee oversight that a person or persons failed to do so remedial action may be taken which may include and is not limited to any or all of the following: a reduction in points in their associated team's current standings, banning of such individuals or associated team from the current game, the remainder of the tournament and or the SoccerPlex. The tournament committee has the right to disqualify any player. All decisions made by the tournament committee are final.

## **RULES OF CONDUCT**

- Fields for approved soccer play only
- No illegal substances/drugs
- No Pets
- No Glass containers
- No Littering
- No Profanity or abusive language

### **In addition, all who enter shall:**

- Follow all rules and policies set forth by NEOASA, OSA and USASA.
  - Work in the spirit of cooperation with officials, administrators, coaches, and spectators.
  - Treat officials with respect and dignity
  - In all instances, provide a safe and healthy environment.
- Violators, if requested, will be required to leave the SoccerPlex. NEOASA reserves the right to deny violators future access to the SoccerPlex.***