



The NorthEast Oklahoma Adult Soccer Association (NEOASA) is dedicated to fostering a vibrant, inclusive, and competitive soccer community for adults in Tulsa, Oklahoma. We strive to promote physical fitness, camaraderie, and sportsmanship through organized soccer leagues, tournaments, and events. Our commitment is to provide a fun, safe, and welcoming environment where players of all skill levels can enjoy the beautiful game, build lasting connections, and celebrate the spirit of soccer in our local community.

TOURNAMENT DATES, TIMES, AND LOCATION

The **NorthEast Oklahoma Adult Soccer Association (NEOASA)** will host the 39th annual **SoktoberFest Adult Soccer Festival** on **October 23–25, 2026**. Teams and referees from across Oklahoma, neighboring states, and beyond are invited to participate.

All matches will be played at the **Metro Tulsa Soccer Fields**, located at **10715 South Riverside Dr, Tulsa, OK**.

- **Registration:** \$750 (open until midnight, Tuesday, October 6th)

⚠ Registration will close on **October 6th, 2026**, or once maximum team capacity is reached — whichever comes first.

TOURNAMENT SANCTIONING

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

All players must be registered with USASA and provide proof with a **valid USASA player pass**.

- Any player unable to provide a valid pass will be required to purchase a **3-Day USASA Tournament Pass** (includes insurance) through SoktoberFest.
- The cost of the single event pass is **\$11 per player**, with additional fees possible.

PLAYER CRITERIA

All participating players must meet the following requirements:

- **Eligibility:** Any athlete who meets these criteria may register and play.
- **Age Requirement:** Players must be at least **18 years old** by the start of their first game.
- **Proof of Age and Identity:** Players must always have valid proof of age and identity available during the tournament. Acceptable forms include **USASA outdoor league player pass** or other photo identification such as a **driver's license, passport, or similar**.
- **Proof of Registration:** All players must show proof of eligibility with a valid **USASA outdoor player pass** prior to and during the tournament.
- **Guest Players:** Must be currently registered with USASA for the soccer year or register for a single-event pass and complete the individual registration form.
- **Travel Permits:** Teams from outside the Oklahoma Soccer Association must:
 - Be registered with a **USASA outdoor league**
 - Provide a **valid travel permit**
 - Ensure all players have a **current USASA outdoor player pass**
- **Roster Size:** All 11 v 11 division teams are limited to **25 rostered players**. All rostered players are eligible to suit up. Rosters are frozen after the start of a team's first game—**no changes allowed**.
- **Wristbands:** All players must wear a **tournament-issued wristband** for the entire event, and one for each team they are rostered on. **Lost wristbands will not be replaced**.
- **Team Responsibility:** Team representatives/coaches are responsible for ensuring each rostered player has checked in, received, and is wearing their official wristband.
- **Enforcement:** Any team fielding a player without that team's designated wristband is subject to **forfeit** of the match.

TOURNAMENT FORMAT

Teams consist of any players who meet the **Player Criteria** outlined above and are registered under a team representative/coach. The potential divisions are as follows:

- **Men's Super Group:** Adult Division 1 teams only, as assigned by the home association. All players must be at least 18 years of age by the date of their first game.
- **Men's Open Recreational/Competitive:** All other Adult Division teams, as assigned by the home association. May include up to 4 divisions. All players must be at least 18 years of age by the date of their first game.
- **Men's Over 30 Competitive:** Adult Over-30 Division 1 teams only, as assigned by the home association. Players must be age 30 or turn 30 during the 2026 calendar year to be eligible to participate .
- **Men's Over 30 Recreational:** All other Adult Over-30 teams, as assigned by the home association. Players must be age 30 or turn 30 during the 2026 calendar year to be eligible to participate.
- **Men's Over 35 Recreational:** Adult Over-35 teams only, as assigned by the home association. Players must be age 35 or turn 35 during the 2026 calendar year to be eligible to participate.
- **Men's Over 40:** Adult Over-40 teams only, as assigned by the home association. Players must be age 40 or turn 40 during the 2026 calendar year to be eligible to participate.
- **Men's Over 50:** Adult Over-50 teams only, as assigned by the home association. Players must be age 50 or turn 50 during the 2026 calendar year to be eligible to participate.
- **Women's Over 30:** Adult Over-30 teams only, as assigned by the home association. Players must be age 30 or turn 30 during the 2026 calendar year to be eligible to participate.
- **Women's Open Recreational:** All other Adult Division teams, as assigned by the home association. May include up to 4 divisions. All players must be at least 18 years of age by the date of their first game.

Note: A player may register for multiple teams but is not allowed to play on two teams within the same division. Schedule accommodations will not be made for players on multiple rosters.

GAME SCHEDULING

Each team is guaranteed a minimum of **three (3) scheduled games**. Whenever possible, these games will follow a round-robin format within the team's division. However, NEOASA reserves the right to adjust scheduling rotations or divisional alignments at its discretion, using team information forms and general knowledge of past performance.

- Teams may be scheduled for more than one game per day.
- If a division has fewer than four teams, crossover games between divisions (or groups within a division) may be necessary.

It is the **sole responsibility of the coach or team representative** to check the schedule for changes on tournament play days. Teams may not be personally notified of updates.

- Official schedules will be posted on www.soktoberfest.com prior to the start of the tournament.
- **Same-day schedule changes** will be posted at the **Check-In table** only and may not appear on the website.
- **All reasonable efforts** will be made to keep the website current and to communicate updates to teams.
- Standings will be updated **at least once daily** and periodically throughout the tournament as possible.

For all pairings, the **HOME** team will be listed first and appear on top.

TEAM PAIRINGS

Every reasonable effort will be made to ensure that teams are matched against a wide variety of opponents from different club affiliations. Whenever possible, care will be taken to avoid scheduling games between teams that would normally face each other in league play due to their club affiliation.

Note: Once scheduling is complete, if a team withdraws, there will be no reseeding. Depending on the number of participating teams, it may also be necessary to schedule cross-bracket games.

SCORING & TEAM STANDINGS

Team standings will be determined using the following point system:

- **3 points** for a win
- **1 point** for a tie
- **0 points** for a loss

FORFEITS & NO-SHOWS

- A game will be declared a **forfeit** if a team does not have the **required number of players** on the field at the published start time.
 - For round robin games, teams must be ready within **five (5) minutes** of the scheduled start.
 - For finals, teams must be ready within **ten (10) minutes** of the scheduled start.
 - At halftime, both teams must be prepared to resume play within **five (5) minutes** of the referee's designation.
- If the required number of players is not met within these timeframes, the official may declare a **forfeit** in favor of the opponent.
 - The game will be recorded as a **1-0 win** for the team present and eligible to play.
 - The winning team will be awarded the standard **points for a win**.
 - At the discretion of the tournament committee, any forfeiture may also result in the **disqualification of the forfeiting team** from the event.
- **All games are considered complete once the first half has been completed.**

In the case of a **no-show**, the absent team and all rostered players will be declared ineligible to participate in the following year's tournament **unless a \$250 penalty is paid in full**.

- This penalty must be paid **directly to SoktoberFest** before registration will be accepted for the following year.
- No rostered player from the no-show team will be eligible to participate until the penalty is satisfied.

FORFEITS - INELIGIBLE PLAYERS

A game shall be declared a forfeit by the SoktoberFest Tournament Committee if an ineligible player participates. Any protest regarding an ineligible player must be reported to the Tournament Committee before the end of the game at the tournament tent.

TEAM UNIFORMS

All players are required to wear proper uniforms and equipment to participate:

- **Jerseys:** All players (except goalkeepers) must wear matching jerseys of the same style and color, each with a **permanently affixed, unique number** on the back.
 - Goalkeepers must wear a jersey that **distinguishes them from both teams;** a number is not required for the goalkeeper.
 - **Duplicate numbers, taped numbers, or handwritten numbers are not allowed.** Violators will be removed from play until corrected.
- **Wristbands:** Each player must wear their official **tournament-issued wristband** at all times.
- **Shin Guards:** Mandatory for all players.
- **Footwear:** Appropriate athletic shoes designed for soccer must be worn.
- **Warm Clothing:** If additional garments are worn for warmth, they must be worn under the uniform, wristbands must remain visible, and jersey numbers must not be covered.
- **Alternate Jerseys:** Each team must bring either:
 - Both **light and dark jerseys** with permanent numbers, or

- **Target tops/pinnies** that allow the official to clearly see the jersey numbers underneath.
- In the event of a color conflict, the **Home Team** (team listed first on the schedule) is responsible for changing.
- **Prohibited Items:** No casts (unless inspected and approved by the referee), splints, jewelry (except wedding bands), watches, earrings, necklaces, chokers, or other unsafe accessories are permitted during play. Players must remove all such items before entering the field.

Note: SoktoberFest has **one set of yellow pinnies** available to borrow if needed. A credit card must be surrendered until the pinnies are returned.

GAME BALLS

Each team is required to provide a **suitable game ball** to the referee prior to the start of the match.

CREDENTIAL CHECK-IN

All team managers are required to check in their team(s) at the designated NEOASA check-in area. At this time, managers must:

- Review tournament rules and pick up event materials
- Confirm their pre-approved team roster
- Verify that all required waiver and indemnification forms are signed (for any non-USASA registered players)

Failure to complete team check-in **before the first scheduled match** could result in disqualification from that game. Check-in must then be completed at least **30 minutes prior to the team's next match** in order to participate.

Any player who cannot provide the required credentials, as outlined in the Player Criteria, will not be eligible to play until those requirements are met.

GAME DURATION

- **Preliminary Matches:** Two (2) halves of 30 minutes each

- **Semi-Final Matches:** Two (2) halves of 30 minutes each
- **Final Matches:** Two (2) halves of 45 minutes each

Halftime: The halftime interval shall not exceed 10 minutes unless otherwise determined by the referee or tournament committee.

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 the forfeiting team.
- All referee decisions are final. No protest will be considered.
- Teams will be allowed unlimited substitutions, with the referee's permission, in accordance with FIFA rules.
- The game will be considered complete once the first half has been completed.

TIE BREAKERS

Preliminary Rounds

If two or more teams are tied on points at the end of preliminary play, advancement will be determined in the following order:

1. Head-to-Head result
2. Fewest goals allowed
3. Most goals scored
4. Penalty Kicks (in accordance with FIFA rules)

Semi-Final Matches

If a semi-final match ends in a tie, the game will proceed directly to Penalty Kicks in accordance with FIFA rules.

Final Matches

If a final match ends in a tie, the outcome will be determined as follows:

1. Two (2) overtime periods of ten (10) minutes each (no golden goal)
2. If still tied, Penalty Kicks in accordance with FIFA rules

If both teams agree, the final may proceed directly to Penalty Kicks without playing the overtime periods.

EJECTIONS

- Any player who receives a **red card** or two (2) **yellow cards** in a single match will be ejected for the remainder of that game **and** their team's next scheduled match.
- A player who receives a **second red card** during the tournament (regardless of team or division) will be disqualified from the remainder of SoktoberFest.
- Referees have full authority to eject **players, coaches, or spectators** from a game and from the Soccer Complex. Play will not resume until the ejected individual has left the immediate area; however, the game clock will continue to run. If play is delayed five (5) minutes or more, the match will be declared a forfeit in favor of the opposing team, with the score recorded as the greater of the final score or the forfeit criteria.
- Good sportsmanship is expected at all times from players, coaches, and spectators. **Abuse of referees will not be tolerated** and may result in the ejection of the offending person, removal of a team from the tournament, or both.
- The **Tournament Committee reserves the right to review all ejections** and impose additional disciplinary measures as necessary, including suspension from future tournaments, for cases of severe misconduct or repeated offenses.

INCLEMENT WEATHER

The Tournament Committee reserves the right to **modify, delay, reschedule, or cancel games** as necessary due to inclement weather or unsafe field conditions. All teams must be prepared and present to play in any weather unless a delay, postponement, or cancellation is officially announced by the Committee.

In the event of **hard rain or severe weather** (not just light sprinkles), teams should **check the tournament website** or **text the SoktoberFest text line at 1-918-409-2405** before leaving for their scheduled game to confirm status.

If inclement weather forces the tournament to be canceled **before a team completes its first scheduled game**, up to fifty percent (50%) of the entry fee may be retained to

cover tournament start-up costs. If a day of play is canceled in whole or in part after games have begun, **no refunds will be issued** for tournament fees or expenses incurred.

STANDARDS OF CONDUCT

All players, coaches, fans, and spectators are expected to maintain the highest standards of conduct while at the Soccer Complex. Any behavior deemed inappropriate by NEOASA officials, tournament staff, or referees may result in disciplinary action. Such action may include, but is not limited to:

- Reduction of points in the team's current standings
- Removal of an individual or team from a game
- Expulsion from the remainder of the tournament
- Removal from the Soccer Complex

The Tournament Committee also reserves the right to disqualify any player or team if conduct is determined to be detrimental to the spirit of the event. **All decisions of the Tournament Committee are final.**

RULES OF CONDUCT

- Fields are reserved for approved soccer play only
- No illegal substances or drugs permitted
- No pets allowed on the premises
- No glass containers permitted
- No littering — please use designated trash and recycling bins
- No profanity or abusive language will be tolerated
- Players may participate on more than one team, provided the teams are in different divisions

NOTE:

Coaches and/or team managers are responsible for the conduct of both their players and their team's spectators. Verbal abuse or inappropriate behavior will not be tolerated. Such actions may result in game forfeiture, expulsion from the Soccer Complex, and/or removal of the offending individuals.

STANDARDS FOR ALL ATTENDEES

In addition, all who enter the Soccer Complex are expected to:

- Comply with all rules and policies established by NEOASA, OSA, and USASA
- Cooperate respectfully with officials, administrators, coaches, and fellow spectators
- Treat referees and staff with dignity at all times
- Help maintain a safe and healthy environment for players, teams, and guests

Violations of these standards may result in removal from the Soccer Complex upon request. NEOASA also reserves the right to restrict future access to the complex for any individual or team found in violation.

TEAM WITHDRAWAL & REFUND POLICY

- Any team withdrawing from the tournament **within two (2) weeks of the start date** or failing to complete all required scheduled games may be prohibited from entering future SoktoberFest tournaments until appearing before the **SoktoberFest Tournament Committee** for review. Such teams may also forfeit their entry fee and any posted performance bond.
- If a team withdraws **after being accepted** into the tournament but before schedules are released, they may receive a refund of **up to 50%** of the registration fee.
- If a team withdraws **after the tournament schedule has been published**, they will not be eligible for any refund.
- Teams that are **not accepted** into the tournament will receive a **full refund** within fifteen (15) days of notification of rejection, or notification of acceptance to other teams (whichever occurs first). Posting of accepted teams on the official website will serve as official notification.

