DATE: Fall 2025

TO: Kittyhawk SAY Coaches and District Representatives

FROM: Kittyhawk SAY

SUBJECT: 2025 Fall Soccer Tournament

Welcome to the tournament, marking the end of the fall soccer season. This is an opportunity for every team to test their skills against some old foes and new ones from other leagues. The winner of each division will be invited to participate in the OAST (Ohio Area SAY Tournament) to be held in November. We hope, win or lose that you will enjoy the festive atmosphere you will experience at our host site, Frank Seaman Park in Jamestown. Below is some important information that should be read regarding many aspects of this event, including ground rules and formats. Please familiarize yourself with these guidelines!

Format – Single elimination tournament format is followed except for the Kickers Division, which is a double elimination format. Winners advance to the next round.

Draw – The first and second place teams in each league are seeded according to their regular season regular play. All other teams are randomly seeded to the best of the Boards ability with what information is received and reported by league coordinators.

Check-in — All teams should register at the main table approximately 30 minutes prior to the start of their game. Coaches should have their rosters so that they can complete the Shoot-Out Roster form, which will be in use for their games. Each player's name and number should be placed on the form in order that the team will shoot penalty kicks in the event that the game ends in a shoot-out. The form can be accessed on the Kittyhawk SAY website and at the main table.

Field Judge – Each team must provide one person, other than the coach, for each game that they play to monitor the time each opposing player plays to ensure that every player plays a minimum of two quarters of the game. This judge will be positioned on the player's side of the field during the game. The Field Judge will advise the opposing coach prior to the start of the 4th quarter of any player that must play the final quarter to meet this requirement. If at any time any disagreement occurs as a result, have the referee contact a District Representative from the tent to resolve the situation before the last quarter is played. If a player that started the quarter is removed from the game due to an injury, that quarter will be considered a full quarter. Field Judge forms (Shoot-Out) forms will be available at the team sign-in table or on-line at the Kittyhawk SAY website.

Coaches, please be alert to the playing time rule. It is ultimately your responsibility to assure that all players play at least 2 full quarters.

Warm-Ups – Prior to your game, warm-up somewhere near your assigned field but do not approach the sideline until after the previous game has been completed and those teams are leaving. Please be courteous to the other teams competing.

Spectators- Spectators should be across the field from the teams and remain between the 18-yard (penalty area) lines. While there will be people walking back and forth between the fields, no one is to sit or stand at the end of the field behind the goal line. Any spectators not conducting themselves properly may result in the issuance of a RED Card to their team's COACH. Coaches, we ask your assistance in telling parents ahead of time. **NO SMOKING ALLOWED AT FACILITY!!! NO NOISE MAKERS OF ANY KIND!!**

Red Card- Any player or coach receiving a RED Card will at a minimum be required to sit out the next game. The Kittyhawk SAY Board of Directors will determine if a more severe penalty is warranted. Profanity will not be tolerated and a RED Card issued without warning!

Injuries- Injured players are not required to leave the field, if they are not bleeding and they wish to remain in the game, whether or not the coach has come out onto the field (with the referee's permission) to tend to the injured player. Due to time constraints referees will be instructed to let the clock continue to run.

Shaking of Hands- Coaches should lead their team through this display of good sportsmanship, win or lose!!

Protest- All protest will be handled on the spot as follows:

- 1.) The Coach will notify the referee of the protest and give him/her \$50.00
- 2.) The Referee will get the District Representatives from the tent to resolve the protest.

- If the Protest is upheld, the \$50.00 is returned to the coach. If the protest is denied, Kittyhawk 3.) SAY retains the money.
- 4.) The game then continues.
- 5.) **SPECIAL NOTE**: Judgment calls from the referee's cannot be protested.

Ties-Many soccer games end regulation time in a tie. The following procedures will be used to determine a winner. Note that the procedures used will be different for the Championship games.

Qualifying

If the game ends in a tie, a penalty kick shoot-out will be used immediately to determine a winner. No overtime periods will be played. (See shoot-out procedure below)

Championship

If the game ends in a tie, a 3-minute break will occur. A coin flip will determine kickoff. Teams will then play 2 full 5-minute overtime periods – WITH GOALIES. At the end of the first 5minute period, the teams will switch ends of the field (with no break to the sidelines) and play will be started with a kickoff by the team that didn't kickoff to start the first overtime period. If after these periods are completed the score remains tied, a penalty kick shoot-out will be used to determine a winner. (See shoot-out procedure below)

Shoot-Out Procedure When a game (qualifying) or second overtime period (second weekend) ends in a tie, both coaches are to bring their teams to midfield and gather within the center circle. Each coach should give their Shoot-Out form to the referee, which is used to determine the order in which the penalty kicks are taken. At least two District Representatives or referees will be called out to monitor this procedure. The VISITING team will be first to kick as determined by the pairings. Upper team on the brackets are the HOME team. After each player kicks, that player should return to the team area and remain there until the shoot-out has ended. The initial round will consist of altering kicks until 5 players from each team have kicked. The team with the most goals scored from their first 5 players will be declared the winner. The shoot-out will end prior to all 5 players from each team shooting if one team has an unreachable advantage. (i.e. 3 goals ahead with only 2 kickers remaining or 2 goals ahead with only 1 kicker remaining) If two teams are still tied after each has attempted 5 kicks, successive rounds of 1 kicker from each team will begin until 1 player makes the penalty kick and the player from the other team does

> NOTE: No player can kick a second time until all players in attendance and uninjured has attempted a kick. If everyone kicks, the team will start over using the roster in order again.

NOTE: Penalty kicks for PASSERS will come from the 9-yard line. Penalty kicks for WINGS / STRIKERS will come from the 10-yard line. Penalty kicks for KICKERS will come from the 12-yard line.

Uniforms-If it's cold, sweatpants can be worn; however, shorts must be worn on the outside. Hooded sweatshirts can only be worn with the hood tucked under the uniform jersey. Soft winter caps and gloves are acceptable.

First Aid- If anyone (player, coach, referee, or spectator) needs medical attention, a first aid kit is in the main tent, ice at the Jamestown Concession. Serious medical injuries will be handled by the local emergency personnel. CONTACT BY 911 CALL

Concessions – Food and beverages will be available at the tournament both days.

Squeeze Balls and Water Bottles – There will be a limited supply of printed items available at the table...

SUPPORT KITTYHAWK SAY

Awards – First and second place teams in each division will receive medals after their championship game. First place team will be invited to play in the Ohio SAY State Tournament, with the Kittyhawk Area paying the entry fee.

Volunteers – Are always Welcomed!!

NO SMOKING AROUND FIELDS AT THE FACILITY!!!!!

GOOD LUCK TO ALL THE TEAMS – ENJOY THE TOURNAMENT!