

NWO FALL BRAWL RULES

INFORMATION, GUIDELINES AND RULES

TEAM REGISTRATION AND COACHES MEETING

All team applications and entry fee for the tournament must be completed accurately and received by the deadline. Additionally, all tournament participants must abide by the Oklahoma Soccer Association's and US Youth 's policies, rules, and regulations and are subject to their disciplinary actions. Any teams wishing to participate in the tournament that are not US Youth members will be required to provide proof of medical & liability insurance. Any team that cannot provide such proof will be required to purchase the Oklahoma Soccer Association's event insurance.

*****THERE WILL BE A TEAM CHECK-IN ON THE FRIDAY NIGHT OF THE TOURNAMENT FROM 5:30 – 8:00PM. THIS WILL TAKE PLACE AT THE NWO MAINTNENCE BUILDING. WE WILL BE VALIDATING OFFICIAL ROSTERS, AND MEDICAL RELEASES.**

*****ANY TEAMS THAT HAVE SCHEDULE CHANGES WILL BE NOTIFIED AT THE TEAM CHECK-IN or via website www.northwestoptimistokc.com**

GAME LENGTH AND BALL SIZE

DIVISION	BALL SIZE	LENGTH OF HALF	HALF TIME
U-6 – U-8 (4v4)	3	2 x 20 Min Halves	5 Minutes
U-9 – U-10 (7v7)	4	2 x 25 Min Halves	5 Minutes
U-11 – U-12 (9v9)	4	2 x 30 Min Halves	5 Minutes
U-13 – U-14 (11v11)	5	2 x 30 Min Halves	5 Minutes
U15 – U19 (11v11)	5	2 x 35 Min Halves	5 Minutes

There is no overtime in preliminary games. Semi Final and Championship matches that are tied at the end of regulation will go to overtime (2x5 Min) If there is not a winner after overtime then the game will be decided by FIFA Penalty Kicks

TEAM UNIFORMS

The home team is listed first or on top in the schedule. The home team will wear White (or Light) Jersey. In case of color conflict, the home team is responsible for changing to the light color that they were supposed to wear. Visiting Team may not wear White to force the home team to change. If both teams are in White then the Visiting team changes. Not all teams have all their uniforms in and therefore there may be slight variations of Uniform and numbers.

SUBSTITUTIONS

U-6 – U-10 (Academy) – Unlimited Substitutions on any stoppage

U-11 – U-12 (9v9) and U-13 – U-19 (11v11) – You may Substitute on

- a) Any Goal Kick
- b) After a Goal from either team
- c) On your Throw in
- d) On the opposing teams throw in if they are Subbing
- e) After an Injury (Injured player only – opposing team may sub 1 for 1)
- f) After a yellow card (Yellow carded player only)

HEADING

U-6 to U-12 – No Deliberate Heading Allowed (U12 COMPETITIVE DIVISION MAY HEAD)

'If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

U-13 – U-19 – Heading is allowed

BUILD UP LINE

U-9 and U-10 (7v7) – We will be using the build up line.

When the Goalkeeper has the ball in their hands or from a goal kick the opposing team must retreat behind the build up line and not cross the line until either an opposing player touches the ball with their feet, or the ball crosses the build up line.

Goalkeepers are not allowed to punt the ball

ROSTER SIZES

U6 (4v4, Festival) – Max Roster is 8

U-7 – U-8 (4v4) – Max Roster is 8

U-9 – U-10 (7v7) – Max Roster is 12

U-11 – U-12 (9v9) – Max Roster is 16

U-13 – U-19 (11v11) – Max Roster is 22

All players that are on the Roster can suit up and play in every game

Players are allowed to multiple-roster provided both teams are not competing in the same age division. If the event of any schedule conflict, the games for the “primary” team will take precedence. Tournament schedules do not take multiple rostered players into account when scheduling.

GUEST PLAYERS

U6 – U-8 – Maximum of 1 Guest Player

U-9 and U-10 – Maximum of 2 Guest Players

U-11 – U-19 – Maximum of 3 Guest Players (No Competitive Players Allowed in a Recreational Division)

[CLICK HERE](#) for the OSA Guest Player Form.

FORFEITS – Failure to complete a match, or a team leaving the field, during play will result in a forfeiture. No team that has forfeited a match will be allowed to advance to the knockout stage of the tournament. Winning teams as a result of a forfeiture will be automatically awarded a 5-0 Win

POINT SYSTEM – Tournament will be based on a 3 point scoring system

3 Points for a Win

1 Point for a Tie

0 Points for a Loss

TIE BREAKERS – If at the conclusion of the preliminary rounds a tie breaker is needed, the following criteria will be utilized:-

- 1) Head to Head (Not Used if More than two teams are involved)
- 2) Goal Differential (goals scored minus goals allowed with +/- 5 Max)
- 3) Fewest Goals Allowed
- 4) Most Shut Outs
- 5) Most Goals Scored (No Limit)
- 6) Penalty Kicks

*If more than two teams are involved in a tie breaker scenario we will start with Goal Differential. If we have a winner using this tiebreaker we will stop there. If there are 2 teams tied with the same goal differential and 1 team with a lower goal differential we will eliminate the lowest team and start the tiebreaker process again with the remaining 2 teams starting with Head to Head

SHORTENING OF GAMES – The Tournament Director has the authority to shorten games in order to ensure that the tournament gets completed.

DIVISIONS – Recreational and Competitive teams will compete in the same division, unless there are enough teams to separate them into their own division. Competitive teams may also be asked to play up a division to balance the brackets. In the case that a 9v9 team is requested to play up to 11v11, the team may add guest players as allowed to expand its roster.

REFUND POLICY

If the tournament is cancelled due to inclement weather, acts of God or other acts beyond the tournament committee's control and prior to the commencement of the event then participating teams will be refunded 50% of their entry fee. Once the tournament begins there will be no refunds. Teams withdrawing from the tournament will forfeit their entire entry fee. The Tournament Director, Tournament Committee or hosting organization will not be responsible for any expense incurred by any team or person if the event is cancelled in whole or in part, nor will they be responsible for any liability for personal injury or property loss in connection with traveling to or participating in the tournament. Every team, player and spectator shall participate at their own risk.

TEAM DISCIPLINE

An ejected player or coach is ineligible for the next scheduled game.

Should a player receive a red card, that player must sit out the remainder of that game plus the next game. All red cards will be reported to your State Association. The coach is responsible for the verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated! Violations may result in forfeit of the game and/or expulsion from the tournament.

FRIDAY NIGHT GAMES

Teams outside the OKC metro will not play on Friday night unless they request it

MATTERS NOT PROVIDED FOR

Any matters not provided for shall be determined by the Tournament Director, whose decision will be final.