

OKLAHOMA CELTIC FOOTBALL CLUB

BOB MOORE CADILLAC LABOR DAY CUP

COMPLEX RULES



NO SMOKING

NO ALCOHOL

NO FIREARMS

All teams are responsible for picking up trash on their sideline immediately following their game.
Please help keep the facility clean!

Gates to the complex will be opened one hour before the first game.

TEAM REGISTRATION

All team applications for the tournament must be completed accurately and received by the deadline.

TEAM CHECK-IN

Check-in will all be done online. Please submit the necessary documents by emailing ryan@oklahomaceltic.com

- Academy teams (U7 – U10 divisions) will need official rosters. If academy teams do not have player cards, birth certificates and medical release forms (USYS or US Club) will be required.
- Competitive teams (U11 – U19 divisions) will need official rosters and player cards.

Player additions will not be accepted after the Check-In deadline!

GUEST PLAYERS & JERSEY NUMBERS

- Teams will be allowed 3 guest players

- Please add guest players to your roster. Writing them on the roster is acceptable, but every player must have a player card and no duplicate numbers! Jersey numbers must be visible on all rosters and match the player during the tournament! No duplicates!
- No player may play on more than one team in the tournament! No Exceptions!

ROSTER SIZES

FORMAT	MAX ROSTER
4v4	8
7v7	12
9v9	16
11v11	20

TEAM STANDINGS AND TIE-BREAKERS

Team standings will be based on the following scoring system:

3 WIN	1 TIE	0 LOSS
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Tie-breaker system is as follows:

1. Head-to-head
2. Goal differential (max 5 per game)
3. Fewest goals allowed
4. Most shutouts
5. If still tied, then FIFA penalty kicks will determine the winner.

If 3 teams are tied, we will proceed down the tie-breakers until there is a winner or one team is eliminated – whichever occurs first. If one team is eliminated, then we will start back with those two remaining teams at tie-breaker one (1) and proceed down the tie-breakers with the remaining two teams.

If, in the first round of the championship series, the predetermined pairings result in two opponents from the same bracket, realignment of the pairings will be made.

GAME TIME

Kickoff will be at the scheduled time unless games are delayed. A team not ready to play at the scheduled time or immediately after the conclusion of the previous game is subject to forfeiting the match.

GAME LENGTH AND BALL SIZE

DIVISION	FORMAT	BALL	HALVES
U7-U8	4v4	Size 3	2 × 20 min
U9-U10	7v7	Size 4	2 × 25 min
U11-U12	9v9	Size 4	2 × 30 min
U13-U19	11v11	Size 5	2 × 30 min

There is no overtime in Preliminary games. Semi-Final and Championship matches that are tied at the end of regulation will be decided on “Golden Goal” (2 × 5 min). If there is not a winner after “The Golden Goal” then the game will be decided by FIFA penalty kicks.

SUBSTITUTIONS

Unlimited substitutions at any stoppage of play during all tournament games.

HEADING RULE

There is no heading allowed from U11 and below per US soccer recommendation. If a deliberate header is made an indirect free kick will be given from the spot of the foul. If the infraction occurs inside the 6 yard box the kick will be placed on the top of the 6 yard box closest to the foul.

7V7 BUILD OUT LINES

Opposing team players must move behind the build out line when keeper has possession of the ball in his/her hands or on a goal kick. Once the ball has been put into play; players may pressure, if the keeper chooses to play the ball out quickly not waiting for defending team to get behind the line, play is live and players can immediately pressure. There is no punting in 7v7 age groups. The offside line in 7v7 is the build out line closest to a teams' attacking goal.

U7-U8 4V4 RULES

- Build out line (half line) Opposing team players must move behind the build out line (half line) on a goal kick. Once the ball has been put into play; players may pressure.
- Ball must be across midfield line before a shot is taken to score a goal. A player must touch the ball in the attacking half for a goal to be counted. If a player shoots from their own half and it deflects off the opponent that is in their defensive half, a goal will be counted. The ball must be on or over the halfway line.
- All free kicks are indirect

(4V4 ONLY) MERCY RULE

If a team is down by five goals, the team losing can add one player. Once the score returns to four, the additional player must leave the field.

PLAYING CONDITIONS

The home team is listed first or on top in the schedule. Coaches and players will sit on designated side of field. Home team is to wear light colored uniform, away is to wear dark. In case of color conflict, the home team is responsible for changing. Each team must be prepared to provide a game ball to the referee prior to start of the game.

In case of inclement weather, the Tournament Director will determine if a game is to be played. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score.

If the tournament should be canceled entirely due to weather, entry fees will be refunded with a 50% administration fee

TEAM DISCIPLINE

An ejected player or coach is ineligible for the next scheduled game. Any ejected player or coach must report to tournament headquarters immediately after receiving the red card. A player who accumulates three yellow cards in the tournament will serve a 1-game suspension for the next tournament game. Should a player receive a red card, that player must sit out the remainder of that game plus the next game. Should a player receive a second red card in the Tournament, that player will be suspended from the remainder of the Tournament. 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. All red cards will be reviewed by the tournament disciplinary committee (Tournament/Ref Director).

TEAM WARM-UP

No warm-ups in the penalty area! Only the goalkeeper can enter the penalty area to warm-up.

MATTERS NOT PROVIDED FOR

Any matters not provided for shall be determined by the Tournament Directors.

Field Status will be updated on the Oklahoma Celtic website at oklahomaceltic.com and notified by email.

TOURNAMENT DIRECTORS

RYAN TRUDGIAN

General tournament questions

ryan@oklahomaceltic.com

JESSICA KNEHANS

Scheduling, bracketing and conflicts

jessica@oklahomaceltic.com