THE CELTIC CUP

TOURNAMENT RULES

OKLAHOMA CELTIC FOOTBALL CLUB • GILLIS-ROTHER SOCCER COMPLEX, NORMAN, OK

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 there may be 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	Maximum Roster
4v4	8 players
7v7	12 players
9v9	16 players
11v11	20 players

TEAM STANDINGS & TIE-BREAKERS

Team standings will be based on the following scoring system:

Result	Points
Win	3 points
Tie	1 point
Loss	0 points

Tie-breaker system is as follows:

1. Head-to-head
2. Goal differential (maximum 5 per game)
3. Fewest goals allowed
4. Most shutouts
5. If still tied, 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, we will restart with the two remaining teams at tie-breaker one and proceed down the tie-breakers with those 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 & BALL SIZE

Age	Format	Ball	Game Length
U7–U8	4v4	Size 3	2 × 20 min halves
U9–U10	7v7	Size 4	2 × 25 min halves
U11–U12	9v9	Size 4	2 × 30 min halves
U13–U19	11v11	Size 5	2 × 30 min halves

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 period, 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 the keeper has possession of the ball in their 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 the 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 team's 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.
- The ball must be across the 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 an opponent 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 losing team 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 the designated side of the field. The home team is to wear a light-colored uniform; the away team 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 the 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.

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 one-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 or 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.

REFUND POLICY

For this year's tournament, all teams are strongly encouraged to purchase the tournament insurance offered during registration. The insurance cost is 10% of the tournament entry fee and must be paid. If the tournament is canceled, teams that purchased the tournament insurance will receive a full refund from the insurance provider.

If the tournament begins but is later canceled, teams that purchased the insurance will receive a partial refund from the insurance provider, based on the number of games played.

Teams that choose not to purchase the tournament insurance will not be eligible for a refund from the tournament, regardless of whether the tournament is canceled before or after it begins.

Please carefully consider purchasing tournament insurance when registering, as the tournament will not issue refunds to teams that decline the insurance option.

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

- General tournament questions: Ryan Trudgian, **ryan@oklahomaceltic.com**
- Scheduling, bracketing, and conflicts: Jessica Knehans, **jessica@oklahomaceltic.com**