



Welcome
to Chillfest 2011



October 14,15 & 16 2011
Tulsa United Soccer Club

POINT SYSTEM. Six (6) points awarded for a win, three (3) points for a tie, none for a loss. In addition, one (1) point will be awarded for each goal scored (up to a maximum of three per match), one (1) point will be awarded for a shutout, and one (1) point will be **DEDUCTED** for each send off of a player, coach or manager. Ten (10) maximum points per game.

LENGTH OF GAMES. Duration of games may be changed by Tournament Director. The half time interval shall be five (5) minutes. In the event of inclement weather, the Tournament Committee shall have authority to change the format as follows: 1) relocate and /or reschedule any game(s), 2) to reduce by up to 50% the scheduled duration of any game(s), 3) to cancel any game in the preliminary rounds which has no bearing on deciding group winners, 4) to modify rules for tie breaks in case all games are not played in full due to inclement weather.

	Preliminary/Semi-Final	Finals
U7/8	20 minute halves	20 minute halves
U9/10	20 minute halves	25 minute halves
U12	25 minute halves	30 minute halves
U14	30 minute halves	35 minute halves

In the event of a tie at the end of regulation play in Final games, the winner will be determined by Kicks from the Penalty Mark according to USSF rules.

DETERMINING WINNERS IN PRELIMINARY ROUNDS. In the event of teams being tied in the preliminary round standings, the following procedure shall be used to determine the group winner:

- A)** Winner of game played between the tied teams during preliminary round.
- B)** Goals for versus goals against during preliminary games, net up to 3 goals per game. Only positive net goals are counted.
- C)** Fewest total goals allowed, in all games.
- D)** Most shutouts recorded.
- E)** Penalty kicks (using current USSF rules) between teams that are still tied.

FAILURE TO SHOW OR FORFEITED GAMES. Any team quitting the field of play before the conclusion of a game is automatically disqualified from the game. Teams will be allowed a ten (10) minute grace period from the scheduled kickoff time before the game is awarded to the opponent. The watch of the Center Referee who is scheduled for that game is the official time. Minimum number of players to start play: U14-U16 - 7 players, U12 - 5 players, U9/10 - 4 players, U7/8 - 3 players. If there is less than the required players and there is a reason to believe more will arrive, the 10 minute grace period may be used if it has not already been used for the game. In the event a team wins by forfeit, the winning team will be given six (6) points in the preliminary standings, the score at the point of forfeit shall stand in terms of net goals for tie break purposes, but shall count at a minimum of 3 net goals for the non-forfeiting team and 3 goals scored against the forfeiting team.

Rules of Competition

Chillfest Tournament 2011

LAWS OF THE GAME. The tournament shall be played in accordance with the laws of the game as observed by USSF as modified for youth by USYS.

ELIGIBILITY. The Tournament is open to accepted teams composed of no more than 18 players. All USYS players must comply with the USYS Application to Host Tournaments age requirements, in their respective age division and respective roster sizes. There will be "NO GUEST" players allowed on USYS rosters.

A) Registration - All participating teams must be currently registered with their local USYS affiliated organizations.

B) Team Composition - No USYS player(s) shall be allowed to play with more than one team in the tournament, or to switch from one team to another during tournament play.

C) Coaches should bring player registration forms for check in 1 (one) hour before first tournament game to registration tent at the fields. Players do not have to attend check-in. After the first game, coaches should check-in before each game at least 20 minutes before scheduled game time.

SUBSTITUTIONS. Unlimited substitutions (U14-U16) at the following stoppages: 1)own throw in, 2)goal kick, either team, 3) kick off, either team, 4) injury, either team, 5) half time. No substitution will be allowed for a player ordered from the field of play by the referee for misconduct. U7 through U12 will play substitutions at any stoppage of play. Any player sent off shall not participate in the next scheduled game. Send offs shall be reported to tournament officials.

REFEREE GAME REPORTS. All game cards shall be returned to a designated place as soon as possible after the completion of each game. The referee shall forward a full report of any and all misconduct as soon as is practical after the game.

PROTESTS. NO PROTESTS WILL BE ALLOWED!

PLAYER DISQUALIFICATION. Players, coaches and managers who have been sent off from a game will be disqualified from the next match. The tournament Director reserves the right to extend the disqualification pending the match report.

CANCELLATION. If any games are canceled or shortened due to inclement weather after the tournament starts, there shall be no refunds of entry fees.

PLAYER UNIFORM AND EQUIPMENT. Teams must wear numbers on the back of their shirts. Each player shall have a different number. In the event teams colors are the same, the designated home team (first listed) shall change. In the event team colors are the same in final games, the loser of a coin toss will change. All player equipment is subject to referee approval. NO JEWELRY will be allowed. Proper shin guards must be worn.

HOME TEAMS. Team listed first on the game schedules will be designated the home team. Home teams will be seated on the south and/or west side of the field. Home team will be responsible for differentiating jersey color.

GAME TIMES. Coaches need to have players ready to take the field immediately at game time. Captains should be assigned and ready to go to the center for the coin toss. Coaches and captains should be aware of the referee's whistle to start the game and at each half. A delay in taking the field may result in a caution for the captain of that team. At the end of each game, coaches should move their team and spectators from the sidelines quickly to make room for the next game. The games are scheduled tightly so we ask your cooperation with this matter.

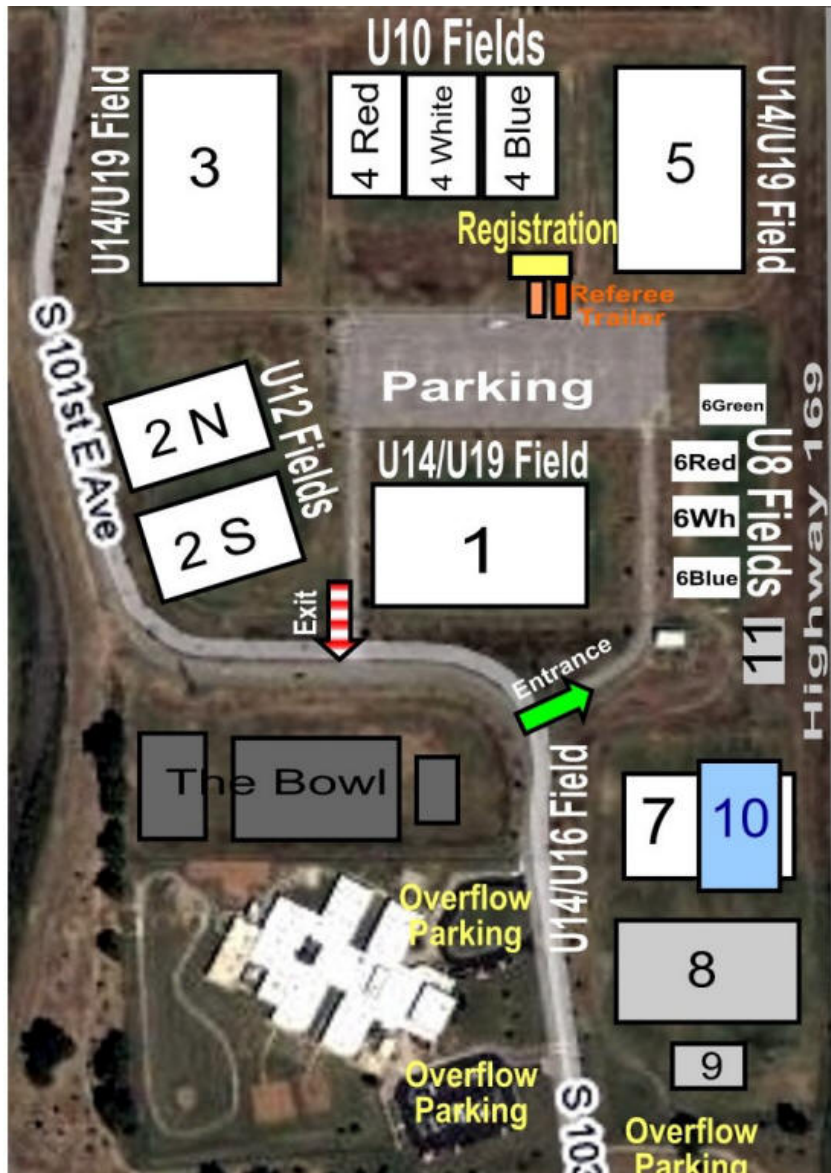
UNDER 7/8 SPECIFIC RULES. All free kicks, resulting from a foul, will be indirect. All goals scored will be counted including "own-goals". Goals can be scored on a kick-off and directly from a corner kick. 4 v 4

UNDER 9/10 SPECIFIC RULES. No offside will be called for U9/10 games. 6 v 6

FIELD MARSHALS. Field Marshals will be located throughout the fields during the day. They will be wearing staff shirts.

SPORTSMANSHIP. Tulsa United Soccer Club supports USYS, US Club Soccer, the Oklahoma Soccer Association and the Green Country Soccer Association in their guidelines that discourage negative behavior from coaches, players and spectators at all games and practices. Tulsa United has a no tolerance policy that does not allow for any negative yelling or actions directed towards players and/or officials. Referees may send off players or coaches or may terminate games if such behavior is observed. Terminated games will be referred to the Discipline Chairman for review. Help set high standards for sportsmanship by encouraging moral and social integrity on the field.

TROPHIES/AWARDS. Trophies and medals will be presented at the conclusion of each final game. Team awards will be awarded to the 1st place teams and individual player medals will be awarded to 1st and 2nd place team players in each age group. MVP medals will be awarded to the MVP from the 1st and 2nd place teams in each age group. Coaches from those teams will select the MVP for the opposing team during the final game.



Tulsa United Soccer Club
Risk Management Program
2010_2011

Severe Weather/Lightning

Upon first site of imminent severe weather, lightning or the sound of thunder:

- **Suspend play and send everybody off the fields** to their automobiles for safety. All players, coaches and officials should retreat to their automobiles.
- **Sound air horn with 3 long blasts**
- **Assess the closeness and severity of the weather** including measuring the proximity of lightning with a detector or where every second between the site of lightning and the sound of the respective thunder is approximately 1 mile. If lightening is within 50 miles (50 seconds), play shall remain suspended.
- After a **minimum** of 15 minutes of no lightning and if no additional threat of lightning or severe weather is apparent, sound all clear with 1 long blast on air horn to resume play.

Missing Child

Upon initial notice of a missing child:

- Immediately **close all gates** (Entrance and Exit) to complex
- **Sound air horn with 5 long blasts.** (Coaches and officials will be told in pre-season meetings to suspend play and initiate a search at this signal)
- **Suspend play** on all fields
- Send volunteers/coaches to **close pedestrian access locations** (especially north, south and west sides of complex). Allow no one to exit or enter complex in a car or on foot.
- Obtain **detailed description of missing child** – name, gender, clothing, height, weight and last location.
- **CALL 911**
- Use referees and coaches to **search entire complex** including trailers, sheds and port-a-johns as well as all parked cars.
- After child is found, sound all clear with 1 long blast on air horn and resume play.

Other Serious Injuries or threats:

- **CALL 911**