

CLAREMORE INVITATIONAL

Tournament Dates

Team check-in is **Friday, May 26th**, location TBA.
Matches will be played beginning Friday evening, **May 26th**,
concluding Sunday **May 28th**.

Traveling teams will not be asked to play on Friday night. Any teams traveling may place scheduling requests specific to flight arrivals and departures. These will be considered in scheduling of matches.

Location of Tournament

The 2017 Claremore Invitational Tournament is hosted by Claremore Soccer Club and their hosting partner WSA Soccer. Claremore Soccer Club is located at 2556 N Sioux Ave, Claremore, OK 74017.
The 2017 Claremore Invitational will be played at the Claremore Soccer Club Complex.

Facility, Tournament Headquarters

The all-bermuda grass facility at Claremore Soccer Club contains 2 full-sized lighted fields, 37 total acres of playing surface area, a centralized clubhouse, restroom, and concession area, convenient field side parking, and a playground. Possession or use of alcohol or illegal drugs, or possession of firearms, is prohibited. Pets are prohibited anywhere on the soccer complex.

Purpose of Tournament

The purpose of the Claremore Invitational shall be to create an atmosphere that promotes fun, development, and encourages participation in the game.

Tournament Format

Each team will be guaranteed a minimum of 3 games. Teams will participate in “pool” play, and semifinalist and finalist teams will be determined based on points after “pool” play is complete.

U5 & U6 age divisions will play in “3v3” format and will play a “festival” tournament format
U7 & U8 age divisions will play in “4v4” format and will play an “advancement” tournament format
U9, U10 age divisions will play in “7v7” format and will play an “advancement” tournament format
U11, U12 age divisions will play in “9v9” format and will play an “advancement” tournament format

Awards

Team Cups and Individual Medals will be presented to 1st and 2nd place teams in all divisions.

Housing

A list of area hotels shall be provided via the event website. Lodging accommodations will be handled via the official tournament travel partner.

Referees

If teams have one or more referees who are interested in working when their team is not playing, or any other referees interested in working, please contact the tournament directors.

Tournament Communication

A hot-line number, text service, and Twitter, will be used for tournament information, changes and messages. Please be sure to subscribe to applicable communication media as team leader.

Standards of Conduct

All participants in the tournament are expected to maintain high standards of conduct during their participation in the tournament. Failure to do so may result in punitive action, depending upon circumstances, which may range from a warning, to a reduction in points in the current standings, or banning that team from future participation in the tournament. The Tournament Committee has sole discretion in this matter.

Team Criteria

Boys & Girls: u5, u6, u7, u8, u9, u10, u11, u12. The age groups for this tournament shall be in accordance with the US Youth age groups for the current seasonal year.

Types of Teams

Open to league, club or association teams, tournament teams, and academy teams.

A tournament team is a regular league team whose tournament roster may include "guest players".

Recommended game roster size is 6 for 3v3 format teams.

Recommended game roster size is 8 for 4v4 format teams.

Recommended game roster size is 14 for 7v7 format teams.

Recommended game roster size is 18 for 9v9 format teams.

Game rosters may include more players if a rationale is provided PRIOR TO CHECK-IN which is specific to the purpose of participation. This appeal must to modified roster size must be approved by the tournament committee in writing.

Out of state teams should provide a travel permit from their home organization.

Players

Each team player and coach must be registered with a US Soccer Federation (USSF) youth affiliate and have current player identification (player pass) available for inspection by officials before each game **or provide proof of registration.**

Older players are not allowed to play on a team registered to compete in a younger age division.

Guest Players

Guest players must have a guest player form approved by the state in which that player is registered.

Maximum allowed u5 thru u12 → 3 guest players (MAX)

Application

To be considered, a team must submit a completed online application form, then-current approved team roster and appropriate registration fee prior to the registration deadline. An online credit card payment, or a check or money order, listing team name and age division for each team's entry fee, tournament application and the team's then-current approved team roster (or temporary roster) **must be postmarked or credit card processed, no later than May 1st, 2017.**

If a team is accepted to the tournament and fails to attend, its entry fee is forfeited (portions may be refunded if a replacement team is found).

Checks or money orders must be made payable to WSA Soccer and mailed with the completed application and then-current approved roster (or temporary roster) to:

Claremore Invitational Tournament
5214 Greenan Drive
Sand Springs, OK 74063

Team Selection Criteria.

A selection committee will determine the teams that receive invitations. Factors that may be considered for selection: application date, teams traveling from out of state, other tournament results. Accepted teams will be posted at the event website as soon as possible.

Inclement Weather

Field and weather conditions will be updated on the club communication devices (under communication)

In the event that the tournament has to be cancelled in whole or in part, the Tournament will not be responsible for any expenses incurred by any team. Every measure will be taken to refund a portion of the entry fee after out-of-pocket expenses are deducted.

Team Pairings

The Tournament Committee will seed teams according to team strength based on information received on the tournament application. The committee will make every effort to provide as wide a variety of opponents as possible for each team participating in the tournament.

In the event there exists an insufficient number of teams to create a "pure age" division, age groups may be combined, e.g., u9 and u10; u11 and u12. Teams will be informed if this measure is taken.

Match Scheduling.

Each team will play a minimum of three (3) matches. The three matches will be round-robin play within each group whenever possible. Crossover matches may be necessary if a group contains fewer than four teams.

Finals and semifinal pairings will be posted on the schedule. Semifinal pairings may be modified if they represent a rematch of a previous group game. This is at the sole discretion of the tournament committee whereby the tournament committee sees this is best for the overall experience of the players.

Schedules will be posted a week prior on the Tournament Website.

Team Check-in and Credentials

1. All teams must have provide the following:

- **Current Approved Game Roster**
- **Travel Form, Guest Player Forms**
- **Medical Release Forms**

2. A current approved roster must be submitted to the Tournament Director prior to the start of the tournament. Guest players must be listed on the roster prior to the start of the tournament.

3. Game check-in will be completed by the referees or field marshals prior to kick-off.

4. A player will not be allowed to participate without proper credentials approved by the Tournament Committee.

The Rules of play of the Tournament will be the "Laws of the Game" as published by FIFA, with those modifications stated by the USSF guidelines for small sided youth soccer.

All teams and tournament participants must abide by US Youth Soccer's policies, rules, and regulations, and are subject to their disciplinary actions.

Uniforms and Equipment (non competition rules)

1. All members of the same team must wear jerseys of the same color (except the goalkeeper who will wear a different and distinguishable color from either team and the Field Referee).

2. The home team is responsible for using an alternate color of jersey, if necessary. The home team is listed first on the pairings in the schedule, and will be listed on top of the bracket for the quarter/semi-final and final rounds.

3. Shin guards are required for all players.

4. No player shall wear anything which is dangerous to themselves or other players, including but not limited to casts, splints, stitches, rings, earrings, watches, necklaces, etc.

At the discretion of the Tournament Director and match referee, casts may be allowed. To be considered, casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage and approved by the match referee of each game. Any player playing with a cast must have a written release from a doctor.

6. In the interest of safety, any player sustaining an open wound **MUST** be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until all wounds are treated, bandaged, and all blood is removed from their uniforms.

7. Each team shall provide the referee with a suitable match ball.

Duration of Matches, Ball Size, Number of Players, and Maximum Game Roster Size

Age Division	Prelim Games	Elimination Games	Length Halftime	Ball Size	Number Players	Max Roster Size	Guest Players Allowed
U7/U8	20 min/half	20 min/half	5 min	3	4v4	8	3
U9/U10	22 min/half	22 min/half	5 min	4	7v7	14	3
U11/U12	25 min/half	25 min/half	5 min	4	9v9	18	3
U5/U6	15 min/half	15 min/half	5 min	3	3v3	6	3

Unfinished Games

If the referee terminates a game and neither team is at fault, it shall be considered a completed game if the first half has been completed.

Clock Stoppage.

Due to the time allowed for the completion of all games, the clock will run continuously. The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. In case of extremely hot or humid conditions water breaks may be designated by the Tournament Director.

Inclement Weather/Field Conditions

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches are asked to be patient and remain flexible – changing the tournament format is a major undertaking.

The Tournament Director has the authority to temporarily suspend play due to unsafe weather conditions.

Teams should remain (safely in cars or under shelter) in the vicinity for game resumption. If lightning is sighted, the Tournament Director will immediately suspend play and clear the fields. Play will resume after 15 consecutive minutes of no lightning.

Forfeits

1. A forfeit will be declared if a team is not ready to play with a minimum number of players within 5 minutes of the published game. It is recommended in the spirit of this event that if a team is short players at start time that teams offer subs to the shorthanded team so that the match may proceed.
2. Any team that quits the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Director.
3. A game may be declared a forfeit by the Tournament Committee if an ineligible player participates in a game. Any protest of an ineligible player must be reported in a written statement, accompanied by a \$100 non-refundable, protest fee, within 30 minutes of conclusion of the game to tournament headquarters.

Substitutions

Substitutions shall be unlimited and at the discretion of the referee.

Scoring

Group games may end in a tie. If a play-off game ends in a tie, two five-minute "golden goal" overtime halves will be played. If the game is still tied at the end of the second overtime period, FIFA kicks from the penalty spot will be taken to determine the winner.

The scoring system for group play will be as follows:

3 points for a victory

1 point for a tie

0 points for a loss.

(A forfeit game will be scored as a 0-2 loss to the team that forfeited.)

If two or more teams are tied in points after their preliminary rounds are complete, the following tiebreaking procedures will be used to determine championship recognition and final placement in divisions:

- A. Head to head competition
- B. Goal Differential (maximum per cross-over game is +3; unlimited in "non-cross-over games")
- C. Most Goals Scored (no limit per game)
- D. Fewest Goals Allowed (no limit per game)
- E. Fewest accumulation of red cards/ejections
- F. Penalty Kicks, round of 5, then sudden-death rounds if needed

These procedures will be applied, in order, until ties are broken.

Player and/or Team Official Suspensions

1. While the focus of the tournament is friendly competition and player development, a player or team official may be ejected for the game at the discretion of the referee if such action is deemed serious enough. A player, coach, or spectator ejected from a match will not be allowed to participate in the next match of tournament play. Ejections will be reported to appropriate state officials at the conclusion of the tournament in the post-tournament report.

The Tournament Committee may, at his or her discretion, increase the suspension, especially in cases of ejections for fighting, assault, or violent play.

2. Verbal abuse of referees, players, coaches or spectators is not tolerated.

Referees

- 1. All referee decisions are FINAL.
- 2. NO PROTESTS WILL BE ALLOWED.
- 3. At the conclusion of the match, the Field Referee will complete the scorecard in detail, and turn it in at the Tournament Headquarters..

Appeals

1. All referee decisions are FINAL.
2. NO PROTESTS WILL BE ALLOWED.
3. The Tournament Director or Site Coordinator is empowered to make all decisions regarding competition during the tournament.
4. The decision of the Tournament Director/Site Coordinator is FINAL in all matters. No appeals will be allowed beyond that point.

Tournament Committee

Any questions should be directed to the Tournament Director/Site Coordinator, or during the tournament, to one of the Tournament Committee members, who can be accessed through field marshals.

Matters Not Provided For

The Tournament Director shall determine any matter not provided for in the tournament rules. In addition, the Tournament Director may amend the tournament rules when, in his or her judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament Director shall be final.

Contact the Tournament Directors via the tournament website.

Application deadline is May 1st, 2017.

The date the application is received will be considered in acceptance to the tournament.