# Oakwood Fall Finale Tournament 2026

# RULES OF COMPETITION

## 1. AGE AND ELIGIBILITY

### TRAVELING TEAMS

A. All teams must register online prior to the Tournament. Instructions will be made available by email to team coach/contact prior to the event.

B. Each team shall provide a photocopy of the official team roster during the online check-in process.

C. Rosters submitted for full-sided teams (U13 and above) may contain up to twenty-two (22) players who will be deemed eligible to play for only the one team during the event, including any combination of both rostered players and up to five (5) guest / loan players from outside teams. For 9v9 teams, eighteen (18) players can be made eligible, including up to four (4) guest / loan players. For 7v7 teams, fourteen (14) players can be made eligible, including up to three (3) guest / loan players. Secondary passes are allowed; however, they count toward the guest player limit.

D. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided game at the event. Sixteen (16) players may be in uniform and present on the team's sideline technical area for any single small-sided 9v9 games. Fourteen (14) players may be in uniform and present on the team's sideline technical area for any single small-sided 7v7 games. The players eligible to participate in any given game can vary from game to game at the event, provided all the players used are listed on the roster submitted at registration. Any player ineligible for a given game may not be in the vicinity of the team's technical area if wearing a game jersey or team warm-up.

E. Players may only play with a single team during the course of this event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.

F. All players on the same team, rostered or guest, must use Player Passes from the same governing body.

G. USA teams must present picture identification cards issued by the team's Federation Organization member (USYS, AYSO, US Club, etc.). Teams must provide proof of approval for participation from the team's Federation Organization, if applicable. Teams from outside the State Association where the tournament is located must provide proof of permission to travel acceptable to the Tournament, if required by such association.

H. Players must be born during or subsequent to, the divisional year. Any team found using or utilizing a player born before the divisional year will forfeit all games.

| DIVISIONS | BALL | GAME TIME |
|---|---|---|
| U-19 | 5 | 60 Minutes |
| U-18 | 5 | 60 Minutes |
| U-17 | 5 | 60 Minutes |
| U-16 | 5 | 60 Minutes |
| U-15 | 5 | 60 Minutes |
| U-14 | 5 | 60 Minutes |
| U-13 | 5 | 60 Minutes |
| U-12 | 4 | 60 Minutes |
| U-11 | 4 | 60 Minutes |
| U-10 | 4 | 50 Minutes |
| U-9 | 4 | 50 Minutes |
| U-8 | 4 | 50 Minutes |

## 2. LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws except as specifically modified by Tournament rules.

## 3. FIELDS AND GAME EQUIPMENT

A. The size of the field will be whatever the physical arrangements permit.
B. All teams must wear uniforms with numbers and the numbers coincide with the submitted roster.
C. In case of color conflict, teams listed first on the schedule must change team jerseys or wear pinnies.
D. Spectators must remain behind specifically designed lines which will be drawn on the field a minimum of 3 yards from the touch line.
E. No spectators will be allowed to remain behind or near the goal lines.
F. No metal cleats will be allowed on soccer shoes. Referees will check the players for proper footwear. Players must wear shin guards, or they will not be allowed to play. Socks must be pulled up to cover the shin guards.
G. Coaches must remain within specifically designated areas, which will be drawn on the field extending ten (10) yards in each direction from the mid-field line. H. No jewelry will be worn by players (earrings, necklaces, watches, combs, metal barrettes, chains, medals, etc.). Eyeglasses should be either sports goggles type or made of safety glass or plastic and must be held in place with some type of elastic band.

I. Players wearing jewelry, casts, splints or any other such items will not be allowed to play in the tournament.

## 4. SUBSTITUTIONS

A. Substitutions, without limit, may be made with the referee's permission for ALL stoppages including:

1. after a goal has been made
2. start of the second half of play or prior to the start of an overtime period
3. any goal kick
4. any corner kick
5. any throw-in
6. injuries
7. cautions
8. send-offs

B. Limited substitutions may be made with the referee's permission:

1. in case of stoppage of play for an injury on a one-for-one basis for the injured player
2. to replace a cautioned player

## 5. 7v7 Build Out Lines (Goal Kicks or Free Kicks taken within the Penalty Area)

A. On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play.
B. The goalkeeper can pass, throw, or roll the ball to put it back into play (punts and drop kicks are not allowed).
C. On a goal kick or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:
    1. The goalkeeper changes possession from their hand to play the ball with their feet, or
    2. a second touch is made by another player on the goalkeeper's team, or3. the ball comes to a complete stop, or
    4. the ball crosses the buildout line.
D. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
E. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes

F. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play

G. Coaches are responsible for addressing these types of issues with their players
H. Referees can manage the situation with misconduct if deemed appropriate.
I. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

## 6. CONDUCT

A. Players, coaches, or spectators are expected to conduct themselves within the spirit of the law. Displays of temper or dissent are cause for ejection from the game and the field area
B. Players, coaches, or spectators ejected from a game by the referee must leave the field area. Play will be suspended until this happens. If there is a refusal, the game will be forfeited by the team who has made the refusal
C. Coaches are responsible for the conduct of spectators
D. The Tournament Committee reserves the right to suspend any player, coach or team from the tournament for unruly behavior

E. Players, coaches and team officials ejected from the game by the referee shall be ineligible for the next scheduled game. Referees must report yellow and red cards awarded to any person to the tournament directors and/or field site coordinator

F. Players and coaches from both teams will occupy the same side of the field. The parents and spectators from both teams shall occupy the opposite side of the field. However, the Tournament reserves the right to modify team and spectator locations in order to accommodate best practices.

G. Alcoholic beverages and pets are not permitted at any game site. If pets or alcoholic beverages are found, the spectator will be asked to leave the area

H. RED CARDS: MINIMUM 1 GAME SUSPENSION DETERMINED BY TOURNAMENT DIRECTORS; 3 GAMES FOR VIOLENT CONDUCT, WHICH WILL BE HONORED BY THE TEAM'S STATE ASSOCIATION

I. IF A COACH IS COACHING MORE THAN ONE TEAM, AND IS RED CARDED, THEY ARE SUSPENDED FROM COACHING ANY TEAM UNTIL THEY CLEAR THE ONE (1) GAME SUSPENSION WITH THE TEAM THEY RECEIVED THE RED CARD WITH

## 7. GAME AND SCORE REPORTING

A. Coaches will be responsible to see that game scores are reported correctly at the conclusion of each game. The winning coach must sign the referee report

B. Preliminary games ending in a tie will remain as such. Overtime periods will not be played. In case of a tie, both coaches must verify the score at the conclusion of the game and sign the referee game report

C. All teams will check in fifteen (15) minutes prior to their scheduled games. NO PASS, NO PLAY, NO EXCEPTIONS!

## 8. AWARDS

A. For all divisions and flights, 1st place teams will receive Champions Medals

## 9. PROTESTS

A. THERE WILL BE NO PROTESTS!

1. The tournament directors will rule on all matters pertaining to this tournament

## 10. DETERMINATION OF DIVISION WINNERS

Flights of 4 teams (first 3 games), 5 teams (all 4 games), 6 teams (first 3 games) and the A and B sides of 8 team flights (first 3 games)

A. Each team will be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss

B. The division winner shall be the team with the most points in their division. In the event of a tie within the division, the following priority will be used to name a division winner; 1. head-to-head
2. most shutouts
3. most wins
4. fewest goals against
5. goal differential (no more than 5 per game) divisional game

Flights of 4

A. Championship Game (1v2) goes directly to FIFA penalty kicks if the game ends in a tie after regulation. No PK's in consolation games

Flights of 6

A. Championship Games (1v2) and 3rd place games (3v4) goes directly to FIFA penalty kicks if the game ends in a tie after regulation. No PK's in consolation games

Flights of 8

A. Per the standings above, A1 plays B1, A2 plays B2, A3 plays B3 and A4 plays B4
B. Championship Games (A1 vs B1) and 3rd place games (A2 v B2) goes directly to FIFA penalty kicks if the game ends in a tie after regulation. No PK's in consolation games

## 11. FAILURE TO SHOW AND FORFEITS

A. A team shall be allowed a 10-minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent. A minimum of 7 players (full sided), 6 players (9v9) and 5 players (7v7) constitute a team. If said minimum number of players are present, the match may not be delayed. If during the course of the match a team falls below the minimum number of players, the game will be forfeited to their opponent
B. A team that has forfeited a game may not advance to the finals. If an apparent group winner forfeits, the group team with the next best record will be declared the group winner
C. All forfeits in the preliminary rounds shall be reported as a 3-0 score

## 12. INCLEMENT WEATHER

IN THE EVENT OF INCLEMENT WEATHER, THE TOURNAMENT COMMITTEE WILL HAVE THE AUTHORITY TO CHANGE GAMES AS FOLLOWS:

A. Relocate, reschedule or cancel any games
B. Change the duration of any game
C. Cancel any game that has no bearing on the selection of division winners or second or third place finishers
D. In the event that the entire tournament is cancelled before the start of the tournament, teams will be refunded 70% of the registration fee. Any other refunds or future credits for cancellations after the tournament has started are at the discretion of Oakwood Youth Soccer Club

## 13. GENERAL

A. The Tournament Directors interpretation of these rules shall be final and binding
B. The Tournament Directors reserve the right to decide all matters pertaining to this tournament

## 14. TOURNAMENT REGISTRATION FEES

U8-U10 Small Sided 7v7 $875 (50 Minute Games)
U11-U12 Small Sided 9v9 $925 (60 Minute Games)
U13-U14 Full Sided $975 (60 Minute Games)
U15-U19 Full Side $975 (60 Minute Games)

## 15. TOURNAMENT DIRECTOR CONTACT

Tournament - Ollie Hilliker - ollie@nationalsportgroup.com
During tournament - On-site - Tim Ertl - tim@oakwoodsportscenter.org