

ANNUAL MIDWEST LABOR DAY INVITATIONAL



Location of Tournament

The Midwest Labor Day Invitational Tournament is hosted by West Side Alliance Soccer Club. The Midwest Labor Day Invitational will be played at the Rivercity Park's Soccer Complex (Sand Springs, OK) and overflow games will be played at one of WSA's other premier venues.

Facility, Tournament Headquarters

The all-bermuda grass facility at Rivercity Parks contains 3 full-sized lighted fields, 4 other full-sized fields, and several small-sided fields. The Rivercity Parks Soccer Complex contains a centrally located concession stand, restrooms, waterpark splashpad, scenic biking and jogging trail which transverses the entire Rivercity parks, and conveniently located parking. 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 Midwest Labor Day Tournament shall be to create an atmosphere that promotes fun, competition, and safety, while encouraging goodwill and sportsmanship among young athletes, coaches, and spectators. The purpose of Midwest Labor Day Tournament is to bring competitors together to enjoy in sport, participate in the world's beautiful game, and create life-long memories.

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.

U7 & U8 age divisions will play in "4v4"
U9 & U10 age divisions will play in "7v7"
U11 & U12 age divisions will play in "9v9"
U13 thru U19 age divisions will play in "11v11"

Awards

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

Housing

A list of area hotels is provided on the tournament website, and teams are requested to use the tournament lodging provided. Exceptions may be granted if tournament lodging is at max capacity, and if a written request is sent to and then approved by the tournament committee.

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 provide their name(s) and phone number(s) with the team application. All 9v9 and 11v11 matches will be provided with 3-man crews.

Tournament Communication

The club's various social media outlets, website, text alerts and hotline will all be used for tournament information. This information is located on the WSA website.

Standards of Conduct

All participants in the tournament are expected to maintain high standards of conduct during their participation in the Midwest Labor Day Invitational. 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: u7, u8, u9, u10, u11, u12, u13, u14, u15, u16, u17, u18 & u19. 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 8 for 4v4 format teams.

Recommended game roster size is 14 for 7v7 u9 and u10 teams.

Recommended game roster size is 18 for 9v9 u11 and u12 teams

Recommended game roster size is 18 for 11v11 u13, thru u19 teams

** U15-U19 teams may roster up to 22 players ** All of the above roster sizes include guest players

Game rosters may include more players if a rationale is provided PRIOR TO CHECK-IN which is specific to the purpose of participation. This request to modify roster size must be approved by the tournament committee **prior to** team check-in.

Teams may not "dual roster" players who will play in the same division and flight of the tournament.

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 are those players registered outside of the club's registry and will be on loan for the event weekend from another club. Permission must be sought from the loaning club. Guest players must be listed on the official tournament roster submitted at check-in (handwriting guest players on rosters is permissible, and information should include full player name, date of birth, loaning club).

Maximum allowed u8 thru u14 → 3 guest players (MAX)

Maximum allowed u15 thru u19 → 6 guest players (MAX)

Application

To be considered, a team must submit a completed 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, by the posted Tournament Deadline.**

Applications also may be hand delivered prior to the deadline. The date the application is received will be considered in acceptance to the tournament. Teams may "email" their applications – but receipt of check or money order will validate the application.

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:

*Midwest Labor Day Invitational
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, relative strength based on win/loss records, difficulty of schedules, strength of opponents, and rankings. The committee may weigh other factors such as: teams traveling from out of state, other tournament results, ODP players on a team, etc. Accepted teams will be posted at WSASoccer.org as soon as possible.

Inclement Weather/Refund Guarantee

Field and weather conditions will be updated on the club hotline, 918-858-3972, ext. 50.

In the event that the tournament has to be cancelled in whole or in part, the WSA Cup 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.

Match Scheduling & Seeding

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.

Schedules will be posted a week prior on the Midwest Labor Day Invitational webpage.

Team Seeding & Bracketing

Team seeding and bracketing will be completed by the tournament committee. Various ranking services, past results, geography, order of entry, and as a final criteria, the committee will accept “requests” during the team application process. However, requests are not guaranteed, and teams entering this event do so under the pretense they can be seeded or assigned to any division within their age division, and as a matter of application are agreeing to participate as seeded and assigned by the tournament committee. 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; u13 & u14; u15& u16; and u17, u18 & u19. Teams will be informed if this measure is taken.

Coach Conflicts

Furthermore, teams coached by coaches with multiple teams should enter understanding while every effort will be made to resolve conflicts no guarantee is made to resolve all conflicts. The committee is committed to earnest efforts at resolving coaching conflicts, and communicating rationale when scheduling conflicts cannot be resolved.

Team Check-in and Credentials

1. All teams must have provide the following:

- **Current Approved Game Roster**
- **Player ID Cards** (or Birth Certificates allowed for Youth Academy 6U-10U teams)
- **Medical Release Forms**
- **Guest Player Loaning Documents (if applicable)**

for approval by the Tournament Committee at the team check-in. Player ID cards will be checked for all 11U-19U teams and for all 6U-10U teams if they are available – if not PROOF of REGISTRATION for each PLAYER MUST BE VERIFIED BY THE TEAM'S COACH and/or MANAGER.

Team check-in date, time, location details will be **Posted**. Directions will be posted on the WSA soccer website, www.wsasoccer.org.

2. **3 COPIES** of a then-current **approved game roster** must be submitted to the Tournament Check-in committee prior to the start of the tournament. Approved guest player/loan forms must accompany the roster for all guest players.

3. Game check-in will be done at the field by referees or field marshals (see game operations info).

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

Rules of Play

The Rules of play of the WSA Cup will be the “Laws of the Game” as published by FIFA, with those modifications stated herein.

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

Uniforms, Equipment, Bench (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 shall wear their "light" uniform kit, while the away team wears their "dark" uniform kit. If a team is non-compliant in abiding by the kit color guideline set forth above, that 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. Player and coach areas will be designated at the facility and should be abided by. It is fully expected that uniform kit colors and seating arrangements not become an obstacle to creating a game experience for the kids. Cooperation, gamesmanship, rather than "letter of the law" is expected to prevail. Where mediation is needed tournament officials will render a verdict that will be considered final.
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.
5. For player equipment, refer to FIFA "Laws of the Game", Law IV for its entirety.
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 any 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

The following are recommendations. The tournament committee may approve any changes to the following recommendations for the purpose of safety, participation, or logistics. Roster change requests must be submitted in writing (email is sufficient) and approved by the tournament committee.

Age Division	Prelim Games	Elimination Games	Length Halftime	Ball Size	Number Players	Roster Size	Guest Players Allowed
U7/U8	20 min/half	20 min/half	5 min	4	4v4	8	3
U9/U10	25 min/half	25 min/half	5 min	4	7v7	16	3
U11/U12	25 min/half	25 min/half	5 min	4	9v9	18	3
U13/U14	30 min/half	30 min/half	5 min	4	11 v 11	22	3
U15/U16	35 min/half	35 min/half	5 min	5	11 v 11	22	6
U17-U19	35 min/half	35 min/half	5 min	5	11 v 11	22	6

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 20 consecutive minutes of no lightning.

Forfeits

1. A forfeit will be declared if a team is not ready to play with a minimum of seven (7) rostered players within 5 minutes of the published game.
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 Director if an ineligible player participates in a game.

Substitutions

Substitutions shall be unlimited and allowed at the referees discretion at any stoppage. For point of clarity the defending team may sub during the attacking team's throw-in. For further point of clarity the referee may choose to not allow a substitution at any moment which may disturb the flow of play, or is potentially a tactical substitute meant to strategically delay the game or shrink the game clock. The referees discretion will prevail in all situations, and coaches will respect this discretion.

For u6, u7, u8, u9, u10, u11, u12 substitutions may occur with the consent of the referee at any stoppage. For u13 through u19, substitutions may be made with the consent of the referee at the following times:

1. Prior to a throw-in in your favor or when the opponent is requesting substitution on their throw-in.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After any injury by either team when the referee stops play (only one player may be substituted per injured player that is replaced, per team).
5. At half time.
6. A yellow-carded player may be substituted for, but this must be done before restart of play. The other team may substitute one player with the permission of the referee.
7. Any other such stoppage at the referee's discretion.

Scoring and Tiebreakers

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 Against Common Opponents Only (no limit per game)
- D. Fewest Goals Allowed Against Common Opponents Only (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 u11 thru u19 divisions will be assigned three man crews. The "small sided" divisions "may" be assigned one-man crews.

2. All referee decisions are FINAL.

3. NO PROTESTS WILL BE ALLOWED.

4. 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.

Team Rosters Clarifications

Players may roster on more than one team in the tournament. Teams may request roster size exceptions and exemptions. Only players listed on the team's tournament roster submitted at check-in may participate in any of the tournament games. Players may not participate on two different teams in the same flight and division of the tournament.

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 Director at Roger.Bush@wsasoccer.org or leave a voice message at 918.629 4476.

For more information visit www.WSASoccer.org

Application deadline posted on the Tournament Website.

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