



Teams that drop-in writing before November 15, 2024, will receive a refund minus a \$200 processing fee. No refunds will be granted for teams dropping after November 15th, 2023, or if accepted during the early acceptance process.

Team selections are made based upon an evaluation of their record. Final selections are at the sole discretion of the OC Thanksgiving Classic tournament officials. Our acceptance committee may request additional information. The decision of the acceptance committee is final, and no appeals are allowed. Brackets, schedules and seeding are all subject to change until the tournament committee sends confirmation the schedule is final.

Hotel Requirements

Teams using hotel rooms are required to obtain them from our approved hotels, and procedures established by OC Thanksgiving Classic tournament officials and our hotel partner. Reservations will not be available until a team has been accepted into the tournament. The approved hotel list and procedure will be available on our tournament website www.octhanksgivingclassic.com and we will provide complete reservation procedures as part of a team's acceptance package. You may not make hotel reservations until ACCEPTED.

Registration and Credentials

REGISTRATION: Teams must check-in at the MANDATORY REGISTRATION. The OC Thanksgiving Classic Mandatory Credential Check-In will be held one hour before your first game at our field headquarters. Failure to check-in will result in automatic disqualification (without a fee refund) from the tournament. Players are not required at check in at Tournament HQ. At the discretion of the Tournament Director, the team may be allowed to compete as a "Guest Team" (See Guest Team Rule). Games not played will be classified as "Forfeits and Byes". OC Thanksgiving Classic will print ALL Game Cards using your roster in gotsport before team registrations. PLEASE MAKE SURE YOU UPDATE TEAM ROSTERS INCLUDING JERSEY NUMBERS BY: Sunday, November 19, 2023. Teams can make handwritten adjustments on Friday morning at Mandatory Registration before your first game is played. Players cannot be added after your first game and rosters are frozen once your first game starts.

CREDENTIALS: At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide laminated US Club or USYSA player cards. GA and DPL player passes will also be accepted.

Teams must provide I.D. Cards with photographs and signed Medical Release Forms. Proper Player Loan Forms will be required at registration along with the other required credentials, per the team's State Association. All teams must provide Player I.D. Cards from the State Association listed on the application.



We require teams to have all USYSA or US Club Soccer cards, as player cards cannot be mixed within a team. All players, coaches, administration cards must be for the 2024-25 season. We will not accept cards from the 2023-24 season. The Tournament Director may use their discretion in accepting players when appropriate, that decision is final.

ROSTERS:

GU13-GU19 teams may register a maximum of twenty-two (22) players for the GU13- GU18.
GU13-GU15 teams can roster 18 players per game
GU16-GU19 teams can roster 20 players per game
GU11-GU12 teams may register a maximum of 16 (16) players.
GU8-GU10 Teams may register a maximum of 14 (14) players.
GU8-GU19 teams can use unlimited guest players, but any team that rosters guest players for the OC Thanksgiving Classic is still limited to the stated maximum roster size for that age group.

A player can only play on one roster and one team over the course of the tournament.

Rules of Play

FIFA Laws of the Game will apply as modified by USYSA and CYSA-South as described herein. Duration of Games by Halves and Ball Size are as follows:

Divisions	Format	Preliminary Games/Quarters-Finals	Semis & Finals	Ball Size
U17 - 2007-2009	11 vs 11	30 Minutes	35 Minutes	5
U15 - 2010	11 vs 11	30 Minutes	35 Minutes	5
U14 - 2011	11 vs 11	30 Minutes	35 Minutes	5
U13 - 2012-2013	11 vs 11	30 Minutes	30 Minutes	5
U12 - 2013-2014	9 vs 9	30 Minutes	30 Minutes	4
U10 - 2015-2016	7 vs 7	25 Minutes	25 Minutes	4
U9 - 2016-2017	7 vs 7	25 Minutes	25 Minutes	4

*All Preliminary Games will be called not less than five (5) minutes before the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half, with final results based on the score when the game is called. Preliminary games can end in a tie; the referee will not give added time during Preliminary Games.



Semi-Final, and Final games ending in a tie after regulation will proceed immediately to FIFA Penalty Kicks to determine who advances to the next round or wins Final.

HALF TIME: Half Time will be exactly five minutes.

GAME CHECK-IN CONDUCT: At least thirty (30) minutes before the start of each scheduled game, a team representative must present to the Field Marshal the team's player cards and game cards so the team may be checked in to play and the game can start as scheduled. The Field marshal will retain the game card and the team's player cards until completion of the game. Each team manager or representative will be required to initial the game card area for that game before the player cards are returned. A team that fails to properly check in with the Field Marshal will forfeit that game. Players are not required to appear at the field marshal tent before each game.

PLAYERS' EQUIPMENT: It will be at the referee's discretion to determine the safety and suitability of player equipment, including wearing a hard brace or casts. Shin guards are mandatory for all players.

SUBSTITUTIONS: Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission under FIFA laws.

COACHING: All Coaches have total responsibility for their conduct and that of their players, substitutes, friends, families, and spectators at all times. Only carded officials can cover a game.

CAUTIONS AND EJECTIONS: A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not participate in the next TWO scheduled games. Any player or coach who assaults a referee will be expelled from the tournament. For this tournament, a coach can be carded. A team will be disqualified from the tournament if any player or coach fails to comply with the provisions of this section. Teams can be eliminated from the tournament if their sideline does not follow instructions from the referee or tournament officials.

SUSPENDED AND TERMINATED GAMES: If in the opinion of tournament officials, a game must be suspended (for any reason), the game may be resumed but is subject to being ended, not less than five (5) minutes before the scheduled start of the next game. If a game must be terminated for misconduct of players, bench, coaches, or spectators in the opinion of tournament officials, the offending team could be suspended from further play and



forfeits that game and all remaining games. All previous points earned remain as played. Additionally, we will contact the home league and State Association as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the following section entitled "INJURY"), the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may, at their option, conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

INJURY: Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until the medical attention is provided to the player. The delay will result in no time being added to the full game time during Preliminary games, Quarter-Finals, Semi-Finals, and Finals. Otherwise, each game will be played with a running clock and no suspension of the clock time. All preliminary games will be terminated not less than five (5) minutes before the scheduled start of the next game. The preceding section shall control the failure to complete any game due to a serious injury requiring suspension of the gameplay; "SUSPENDED AND TERMINATED GAMES".

Tournament Competition

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game
- One (1) point for each shutout
- MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED
- A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Fewest goals against
3. Most goals for (Up to three goals per game)
4. Most total wins
5. Most shutouts

A coin toss will determine the advancing team if a tie still exists after steps 1 through 5. The coin toss is conducted by the tournament director or a designated tournament official. A



representative from each team may be present. Team name who is first alphabetically will choose heads or tails.

A three-way coin flip will be conducted if a three-way tie exists within a bracket after steps 1 through 5. Rules as determined above.

HOME TEAM: The Home Team will be the team that appears first on the game schedule. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game (unless the tournament can provide bibs). The Home Team will select the side of the field they wish to defend, and the visiting team will start with the kickoff. All teams will play from the same side of the field, with the Home Team selecting the side from which they will play. Parents are to mirror the location of their Teams on the opposite Sideline.

GAME BALLS, CANOPIES, & BENCHES: The tournament will provide game balls, canopies, and benches for all games. .

FORFEITS AND BYES: All teams who forfeit will have the game(s) scored a 0-3 loss. The winner will be awarded ten tournament points (six for the Win, three for a max 3 goals, and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kickoff time will forfeit. Home Teams unable to supply alternate jerseys or teams failing to check-in at the Mandatory Registration or take actions that cause a game to be terminated will forfeit. Byes will be scored, and tournament points awarded the same as a forfeit. **Forfeit one game you forfeit all games.**

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: Game conduct is under the referee's jurisdiction, and the tournament will not overrule a referee's decision.

GUEST TEAMS: The Tournament may accept a team as a "Guest Team" to fill a late vacancy in a Division. Guest Teams cannot advance out of the Bracket. Guest Team game results are predetermined to be a 3-0 against the Guest team. The opposing team is awarded ten points.

INCLEMENT WEATHER, FACTORS BEYOND OUR CONTROL OR ACT OF GOD: In the event of inclement weather, or act of god, once the games have begun, winners will be decided based on points earned up to that point, with any tiebreakers being determined using the protocol outlined above in the section "DETERMINING WINNERS".



The Referee or Tournament Director will determine if a field is safe for play. Teams are expected to show up for scheduled games times unless notified by a tournament official. Rain or other weather conditions will not delay play unless the referee determines the fields are unsafe. Games may be shortened, go directly to FIFA Penalty Kicks, or be canceled if necessary. If a game is terminated due to problems associated with the fields, including lighting for a night game, the score will stand if the game is into the second half. If canceled before halftime, the score will be determined by penalty kicks. If a Quarter-Final or Semi-Final match cannot be played, FIFA penalty kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions if FIFA penalty kicks can't be used.

If the Tournament Director rules that during the preliminary round, penalty kicks will be taken due to inclement weather or field conditions, the following rain rules will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of five (5) kicks, the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.

If regular games have been played in the Bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the scores of the regular games will revert to 1-0 wins or a 0-0 tie.

In case of cancellation due to inclement weather or any other reason, the "Tournament Committee" retains the right to retain the full amount of the team fee to cover expenses. Therefore, there will be no make-up games due to inclement weather or refunds.



OC Thanksgiving Classic 2024 7 v 7 Rules for 2017, 2016, 2015 Age Groups

Deliberate heading is NOT allowed in 7 v 7 games for the (2017, 2016, 2015) birth year games.

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offence. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

There is a build-out line in 7 v 7 games.

Build out line: When the goalkeeper has the ball in their hands during play from the opponent, the opposing team must move behind the build-out line until the ball is put into play.

Once the opposing team is behind the build-out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed). After the goalkeeper puts the ball into play, the opposing team can cross the build-out line and play resumes as usual.

The opposing team must also move behind the build-out line during a goal kick until the ball is put into play. If the goalkeeper punts or drop-kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the ball landing in midfield. The build-out line will also be used to denote where offside offences can be called. Players cannot be penalized for an offside offense between the halfway line and the build-out line. Players can be penalized for an offside offence between the build-out line and goal line.

Substitutions are unlimited and can occur at any stoppage once the referee approves the substitution. Teams cannot score directly from a kickoff.

OC Thanksgiving Classic 9 v 9 Rules for the U12 Age Group

Deliberate heading is NOT allowed in 9 v 9 games for the U12 games.

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offence. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Punting or drop-kicking the ball by the GK WILL BE ALLOWED in the U12 age groups. Teams cannot score directly from a kickoff.



Tournament Play

FIVE TEAM DIVISION: will consist of One (1) Bracket of five (5) teams. Each team will play four (4) games in preliminary play based on the schedule prepared by the Tournament Director. The top team with the most points will represent the winner of the bracket and champions.

SIX TEAM DIVISION: will consist of two (2) Brackets of three (3) teams. Each team will play three (3) games in preliminary play based on the schedule prepared by the Tournament Director. The top two teams with the most points will represent Wildcard #1 and Wildcard #2 and will play in the Final regardless if they have played each other previously.

EIGHT TEAM DIVISION: will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the second-place team of Bracket B in the Semi-Final Game 1, and the winner of Bracket B will play the second team of Bracket A in Semi-Final Game 2. Finally, the Semi-Final winners will meet for the Championship.

TEN TEAM DIVISION: will consist of two (2) Brackets of five (5) teams. Each team will play four (4) preliminary games. The winner of Bracket A will play the winner of Bracket B in the Final.

TWELVE TEAM DIVISION Option A: will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in Semi-Final Game 1, and the winners of Brackets B and C will play in a Semi-Final Game 2. The Wildcard Team will be the second-place team with the most points or tiebreakers. If the Wildcard Team comes from Bracket A, then the Winner of A will play Winner B, and the Winner of C will play the Wildcard. The Semi-Final winners will meet for the Championship. OC Thanksgiving Classic reserves the right to add Quarter-Finals at the discretion of the tournament.

TWELVE TEAM DIVISION Option B: will consist of four (4) Brackets of three (3) teams. Each team will play three (3) games in preliminary play based on the schedule prepared by the Tournament Director. The top four teams with the most points will represent Wildcard #1, Wildcard #2, Wildcard #3 and Wildcard #4 and will play in the semi Finals regardless if they have played each other previously. Winners of the semi finals will play each other in a final.

SIXTEEN TEAM DIVISION A: will consist of four (4) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the winner of Bracket D in the Semi-Final Game. The winner of Bracket B will play the winner of Bracket C in the Semi-Final game. Finally, the Semi-Final winners will meet for the Championship.



SIXTEEN TEAM DIVISION B: will consist of two (2) Brackets of four (4) teams and two (2) brackets of three (3) teams. Each Bracket with four teams will play the others within its Bracket for a total of three (3) preliminary games. Each Bracket with three teams will play a crossover against the other Bracket of three teams for a total of three (3) preliminary games. The winner of the brackets of four will progress to the Semi-Finals and be joined by wildcard #1 and #2, who will be the two teams with the most points from the brackets of three. The winner of Bracket A will play wild card #2. The winner of Bracket B will play wildcard #1. The Semi-Final winners will meet for the Championship.

The tournament director reserves the right to adjust the brackets, schedules, or crossovers at any stage of the competition without consultation or the agreement of affected teams. This decision will be final, and no appeals will be heard. The tournament director also reserves the right to replace, remove, or change any team, Bracket, or level as seen fit, and this decision will be final, and no appeals will be heard.

If a team is forced to withdraw or cannot play a game or games due to positive COVID tests or COVID exposures, the team will forfeit the game with a scoreline of 1-0. The tournament director may replace the team with a guest team depending on the time available and availability of a guest team. This game would be a scrimmage, and the result would still stand as a 1-0 win.

The tournament will do its best to ensure each team gets a minimum of three games. Still, due to the unforeseeable or unpredictable nature of COVID 19, we cannot guarantee that there won't be cancellations or withdrawals at the last minute or over the weekend itself. The tournament director reserves the right to treat all COVID situations on a case-by-case basis and will make every effort to ensure all games are played, and all teams get their minimum number of games.

MANDATORY TEAM CHECK IN

ALL TEAM MANAGERS MUST CHECK IN: Saturday, September 2nd, 2023, At least one hour before your first game.. The mandatory registration will be held at the SoCal Sports Complex at our Headquarters inside the main entrance beside fields. It is each team's responsibility to check in and have all the correct paperwork. Failure to check in can result in automatic disqualification. 2022-23 player cards, screenshots, photos or images of cards will not be considered.

At registration, teams must submit the following documentation depending on the affiliation status of the team (USYSA, USSF, US Club, and Super Y League). All of the players on the team must play with the proper affiliation documentation (USYSA, USSF, US Club, and Super Y League) and with the same affiliation documentation. There cannot be a mixture of player cards from different affiliations. All player cards must be valid for the tournament dates.



FIELD ASSIGNMENTS & SCHEDULES: Schedules released in advance of the tournament are subject to change. Reconfirm your schedule. Pay particular attention to field assignments for each of the three days. Field assignments may change during the tournament. So please monitor.

All application of the rules and tournament decisions are at the ultimate discretion of the tournament director. Any decisions the tournament director makes are final.