45th Annual BASC Fall Classic

Tournament Rules & Policies

2026

LOCATION AND COMPLEX RULES

Tournament Location – BASC recreational tournaments are held at the Indian Springs Soccer Complex (ISSC), located at 13600 South 145th East Avenue in Broken Arrow. The complex is divided into two sides: east side (fields: 1-25) and west side (fields 28-40). Please check the website for field information.

Tournament Headquarters – The East Tournament Headquarters (East HQ) is located on the east side of the ISSC, on the center island just east of the concession stand. The West Tournament Headquarters (West HQ) is located on the west side of ISSC, next to the concession stand. The HQ is the location of all tournament operations including team check-in, field marshal check-in, scoring, award presentations, and lost and found.

Complex Facilities – Free parking is provided in designated areas on both sides of the complex. Restroom facilities and concession stands are also available on both sides of the complex. Covered pavilions and a playground are also located within the complex.

Warm up in Penalty Area/Field Use – Per BASC and City of Broken Arrow Parks and Recreation Department policy, teams will not be allowed to warm up or practice in the penalty areas of any grass field on U-9 and above fields (fields 1-10, 13-16, 28-34). This restriction includes goalkeeper warm up. Teams found violating this policy will be given a warning and asked to leave the penalty area. Teams that do not comply immediately or violate the policy repeatedly will be subject to disciplinary action, which may include a deduction of team points, forfeiture of a game, or expulsion from the tournament. All fields are for official games/team use only. On-field activities by others (spectators/visitors) is not permitted. Teams are allowed to warm up or practice in the penalty areas of the turf fields (37-40).

Tournament Participants: All teams must abide by the US Youth Soccer policies, rules, and regulations and are subject to their disciplinary actions.

Standard of Conduct – All visitors to ISSC are expected to maintain a high standard of conduct, keeping in mind they are guests in a public area with children present. The use of foul, abusive, or threatening language will not be tolerated. Should it come to the attention of tournament officials, any person, persons, or team has conducted themselves inappropriately, the Tournament Director reserves the right to take remedial action, which may include a deduction of team points, forfeiture of a game, expulsion of the person, persons, or team from the tournament, or banning of a team or club from future BASC tournament events.

Alcoholic Beverages – Alcoholic beverages and glass containers are prohibited at ISSC. The use and consumption of any alcoholic beverage immediately before, during, or immediately after the playing of any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition will be subject to disciplinary action and/or suspension by the Tournament Director.

Tobacco/Vapor – Tobacco and Vapor use is requested to be limited to the parking areas of the complex.

Pets – Pets are not allowed within any fenced area or near playing fields at ISSC per Broken Arrow City Ordinance Chapter 5, Section 18. This does not apply to police dogs used in law enforcement, or to clearly identified service dogs used as an aide to a person with a hearing or sight disability.

TEAM ELIGIBILITY & PLAYER CRITERIA

This tournament is open to the following teams:

- Boy and girl teams:
  - Recreational (U6-U19, including Rec +)
  - Academy (U6-U10)
  - Competitive (U11-U19)

Teams must be registered with a US Soccer affiliate club **and** currently playing in a sanctioned league.

Players may NOT play on more than one team during this tournament. A player found to be playing on more than one team is subject to immediate disqualification from the tournament. The team(s) with said player found to be playing on more than one team are also subject to immediate disqualification from the tournament. This is not negotiable. No refunds will be given to disqualified teams.

Teams must have an ***official stamped copy*** of the team's current roster. The team is required to upload the official stamped roster into GotSport at the time of registration for this tournament. Also, the official stamped roster is required to be kept on hand with the coach for the duration of the tournament, in addition to player passes for U9 through U19 age players. Additionally, the official roster brought to the tournament must match the official roster that was uploaded into GotSport when the team was registered for the tournament.

Team's must bring the following documents with them to this event: (1) current seasons official team roster, (2) current seasons guest player's primary official team roster if applicable, (3) current seasons player passes for each player on the roster for U9 & above teams, (4) current seasons medical releases for each rostered player & guest player(s), (5) if applicable, travel docs for out of state teams.

If your club uses GotSport, click here for instructions on how to print your official roster. "GotSport Rosters" are not accepted, only an official stamped copy of your team's roster will be accepted.

If your club does not use GotSport, you will need to contact your club administrator to get your Official Roster.
Teams will be required to register and play in the age group shown on their official team roster. Teams may request to play up one age group. Play-up requests will be evaluated by tournament officials with the final decision to grant such requests falling to the Tournament Director. Playing down will not be allowed.

Each player must be properly registered with a US Soccer Affiliate and be included on a current team Official Roster. Player passes are required for U9 through U19 age players.

If at any time during the tournament a team is asked by BASC Tournament Staff to provide official documents for review, these documents must be provided within 10 minutes. The team's official documents include the team's official roster, guest player's primary team official roster, player passes, medical releases and if applicable, travel documents. If the team cannot provide these required documents within 10 minutes, the player and/or the team in question will be subject to immediate disqualification from the tournament. This is not negotiable. No refunds will be given to disqualified teams.

Guest players are allowed based on the following guidelines:
Guest players must be listed on a current team Official Roster or registered as a player through a US Soccer Affiliated Club. An official copy of the guest player's primary team Official Roster must be on hand by the team for the duration of the tournament, in addition to the guest player's player pass if they are a U9 through U19 age player. Guest players must be age appropriate for the age group in which they plan to play. CLICK HERE for full guest player rules and registration procedures. **Competitive players are not allowed to play in a recreational bracket.** If a competitive player is found to be

playing in a recreational bracket the player and/or team is subject to immediate disqualification from the tournament. This is not negotiable. No refunds will be given to the disqualified team.

CLICK HERE to get to the OSA Guest Player Form.

DIVISION	AGE GROUP	FORMAT	GUEST PLAYERS ALLOWED	ENTRY FEE	MAX ROSTER LIMIT
Recreational & Academy	U6	4v4 Festival	1	$265	8
Recreational & Academy	U7/U8	4v4	1	$375	8
Recreational & Academy	U9/U10	7v7	2	$495	12
Recreational & Competitive	U11/U12	9v9	3	$620	16
Recreational & Competitive	U13/U14	11v11	4	$720	18
Recreational & Competitive	U15 thru U19	11v11	4	$720	Only 18 can dress out *22 max (*See note below)

The total number of roster team players plus guest players cannot exceed the maximum roster limits shown above.
***Additionally, a maximum of 18 players can be in uniform and/or participate in any match**.*

BASC uses the GotSport system which includes a $20 payment to them. Your fee will be the entry fee plus $20 per team fee to GotSport.

TOURNAMENT RULES AND POLICIES

Team Check-In Requirements – The check-in procedure can be found here.

Seeding & Bracketing – The Bracketing Committee will seed teams based on the results information provided on the team's online tournament application and information found on club/league websites or GotSport to determine team strength. The Committee will take care to avoid, when possible, having teams who normally play each other in league play being paired to play each other in the tournament. If a team withdraws after bracketing is complete, there will be no reseeding of brackets and games will be shown as forfeits. The tournament committee has the right to combine age groups U7 & U8, U9 & U10, U11 & U12, U13 & U14, U15 & U16, U17 & U18 & U19 or to play each age bracket as pure age. Coed teams will automatically be placed in the boy's division.

- **U6-U10** – Tournament Committee will try to keep all registered Academy and Recreational teams in separate brackets but reserve the right to combine Academy and Recreational in order to form a bracket.
- **U11-U19** – Recreational and Competitive teams will be put in separate brackets, unless discussed with all teams involved.
- **Once a division is scheduled, there will be no bracket changes**.

Game Schedules – Each team will be scheduled to play a minimum of three (3) games. Teams from outside the Tulsa metro area will not likely be scheduled games on Thursday or Friday evening unless the team requests to play. The Scheduler will attempt to avoid conflicting games for coaches who identify that they are coaching multiple teams (via GotSport notify/chat in the team account before scheduling starts. (Here's how.) Schedules are published as early as possible to allow coaches time to review for conflicts, **but due to the complexity of scheduling, there is no guarantee that all conflicts can be resolved**. Coaches are encouraged to have a registered assistant coach present at the tournament and included on the team's Official Roster. Specific scheduling requests may be submitted but are not guaranteed to be honored.

Schedule Requests – All schedule requests must be made via GotSport notify/chat in the team account. (Here's how) before the scheduling request deadline sent via email to be considered. Schedule requests will not be accepted via email. The tournament committee cannot and will not guarantee that scheduling requests will be honored. The Tournament Scheduler will try to accommodate as many requests as possible, but due to the number of teams and requests that come in, there is no way to guarantee all requests will be honored.

Refunds/Cause for Dismissal/Application Acceptance – Any refund of registration fees is at the discretion of the Tournament Director. Bracketing, seeding, or schedules shall not be a basis for a refund request. No refund shall be provided to a team removed from the tournament due to disciplinary reasons or for providing false or misleading information at registration/check-in. Once a team is accepted, the payment form will be charged for the registration fee. Failure to provide correct or adequate payment information will result in the application being dismissed or acceptance being delayed until the issue is corrected. In the event the tournament reaches capacity for an age group any applications with unresolved issues will be declined.

FLIGHT STRUCTURE, SCORING AND TIE BREAKERS

- **3 Team Flight** – Each team plays 2 games in group play. The team with the most points after group play advances directly to the final. The remaining two teams play a group play match with the winner advancing to the final. If the teams are tied at the end of regulation, the tie breaker system will be used to determine which team will advance to the final.
- **4 Team Flight** – Each team plays 3 games in group play. The top two teams in points after group play advance to the final.
- **5 Team Flight** – Each team plays 4 games in group play, with the champion and runner-up determined by points after group play. No final match.
- **6 Team Flight** – Teams are divided into two brackets of 3 teams each. Each team will play 2 games in group play within their bracket. After group play, the third-place teams from each bracket play each other in a consolation game. The 1st place team from bracket A plays the 2nd place team from bracket B and the 2nd place team from bracket A plays the 1st place team from bracket B in two semi-final matches. The winners of each semi-final match play each other in the final.

Scoring – Scoring used to determine team standings at the end of group play will be based on a three (3) point system:

- Win = 3 points
- Tie = 1 point
- Loss = 0 Points
- Note: U6 games are "festival style" and scores will not be recorded.

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Tie Breakers – The following tie breakers will be employed for the tournament:

- **Group Play** – If at the end of group play, if two or more teams are tied, the group (or wild card) winner will be determined using the following order of tie breakers listed below. In the event there are more than 2 teams tied after the first team is advanced the two or more remaining teams will begin the tie breaker from the beginning of the process until a team to advance is determined:
    - Winner of head-to-head competition
    - Goals For. Total of goals scored by the team for duration of tournament (up to 3 per game)
    - Goals Against. Total of goals scored against the team for the duration of the tournament (up to 3 per game)
    - Goal Differential. Highest goal difference: sum of goals scored minus sum of goals allowed (a maximum of 5 goals per match in each category)
    - Kicks from the mark in accordance with FIFA Laws of the Game *(Revised September 2022)*
- **Semi-Final/Final** – If a tie exists at the end of regulation playing time in a semi-final or final match, an overtime period consisting of two (2) five-minute halves will be played. There will be no Golden Goal during the 2 five-minute overtime periods *(revised March 2022)*. If, at the end of the overtime period, the score remains tied; kicks from the mark will be taken in accordance with FIFA Laws of the Game to decide the winner.

Forfeits – If a scheduled team does not report for play within ten (10) minutes of the scheduled starting time, the match may be declared a forfeit. All forfeits will be scored at the conclusion of the qualifying rounds as follows:

- The team that "wins by forfeit" will be awarded a 3-0 score for the forfeit win.
- For the purpose of awarding points, the team that "wins by forfeit" will receive 3 points for the win.

Awards – Team trophies and player medals will be awarded as follows:

- All U6 players will receive participation medals after their final game. Teams can use the Awards Area for their presentation if not in use.
- U7 and older players on the 1st and 2nd place teams in each flight will receive medals.
- The 1st place team will receive the championship trophy/plaque.

Team trophies and player medals should be picked up in the East HQ (fields 1-25) or West HQ (fields 28-40). The location of the team's final game played will determine which HQ to pick up the trophies and/or medals.

Uniforms and Player Equipment – All members of the same team must wear jerseys of the same color, except for the goalkeeper who will wear a different color to distinguish them from both teams and the referees. Team shorts should all match and be of the same color. Team socks and any applied tape or covering must also match and be of the same color.

- Each player on a team (with the exclusion of U6 players) must have a unique number on their jersey that matches the number shown on their official roster as approved during check-in.
- In the event that both teams show up wearing the same or similar color jersey, it is the responsibility of the team in the wrong color, be it home or away, to change to an alternate color jersey. Home team should wear white or light uniform and away team should wear black or dark uniform. *(revised 3/23)*
- All players are required to wear shin guards with socks completely covering the shin guards.
- No player shall wear anything that is dangerous to themselves or other players, including but not limited to rings, earrings, watches, necklaces, etc.
- Protective head gear, casts, and splints may be allowed if adequately padded and wrapped to prevent injury to another player and must be approved by the center referee. Players wearing medical devices are encouraged to check in with the referee staff prior to game time to allow adequate time for alterations.
- Please refer to FIFA Law IV for questions concerning player equipment. The center referee will have final authority as to what is allowed on the playing field.

WEATHER CONTENGENCY

Inclement Weather and Playing Conditions - Teams will be expected to play regardless of weather conditions. The Tournament Director will determine if playing conditions warrant the postponement or cancellation of any scheduled games. The Tournament Director has the authority to modify any and all tournament rules in order to safely and fairly end the tournament successfully. Referees shall retain the right to decide if safe playing conditions exist. For more information, see the Weather Contingency Plan on page 6.

Game Delay or Field Change Notifications - It is the responsibility of each team's coach or manager to check with the Tournament Headquarters or the BASC website for game delay, or revised game time information. www.basoccer.club or www.basoccer.club/tournaments/. It is advised to check your schedule before each game in case of field changes. Field changes can be found on the online tournament schedule.

Indian Springs Soccer Complex Thorguard Lightning Prediction System - ISSC is equipped with Thorguard, a lightning prediction system. The lightning detection system (strobe light and horn) can be found in two places at the complex:

- EAST SIDE OF ISSC: Roof of the city barn directly west of field 3.
- WEST SIDE OF ISSC: Roof of the concession stand building.
- ISSC COMPLEX MAP

The THORGUARD sensor continuously monitors the atmosphere's electrostatic energy and evaluates the potential for lightning. When the system determines a hazardous condition, the air-horns and strobe light provide necessary alerts.

Play will be suspended and re-started using the following notifications:

- SUSPEND PLAY: 1 long blast of the air horn
- RESUME PLAY: 3 short blasts of the air horn

LIGHTNING / SEVERE WEATHER PLAN DURING GAME

The safety of our players, parents, volunteers, and fans is the highest importance to BASC. Therefore, in the event of severe weather and/or lightning, the following plan below will be in place.

- **SUSPEND PLAY: 1 long blast of the air horn**:
  - All persons leave the soccer fields immediately and seek shelter in vehicles. DO NOT leave the complex. Play will resume after the threat has passed and the official all clear has been issued.
    - AIR HORN ON EAST SIDE OF ISSC is located on the roof of the city barn directly west of field 3.
    - AIR HORN ON WEST SIDE OF ISSC is located on the roof of the concession stand building.
    - ISSC COMPLEX MAP

- **RESUME PLAY: 3 short blasts of the air horn:**
  - All persons come back to field to resume play.

INCOMPLETE MATCHES - In the event of an incomplete match due to a long game suspension for ongoing severe weather, lightning delay or if match play is terminated by the Field Referee or the Tournament Director, the following contingency plan will be in place:

- If games are suspended and have made it to or past halftime, the score at stoppage of play will be considered the final score.
- If games are suspended in the first half, the Tournament Director may shorten halves or do kicks from the mark to get back on schedule depending on the stoppage time and the ability to restart the match.
- If teams are tied at the end of group play due to a suspension, the tied teams will go to kicks from the mark to determine who proceeds to the next round.

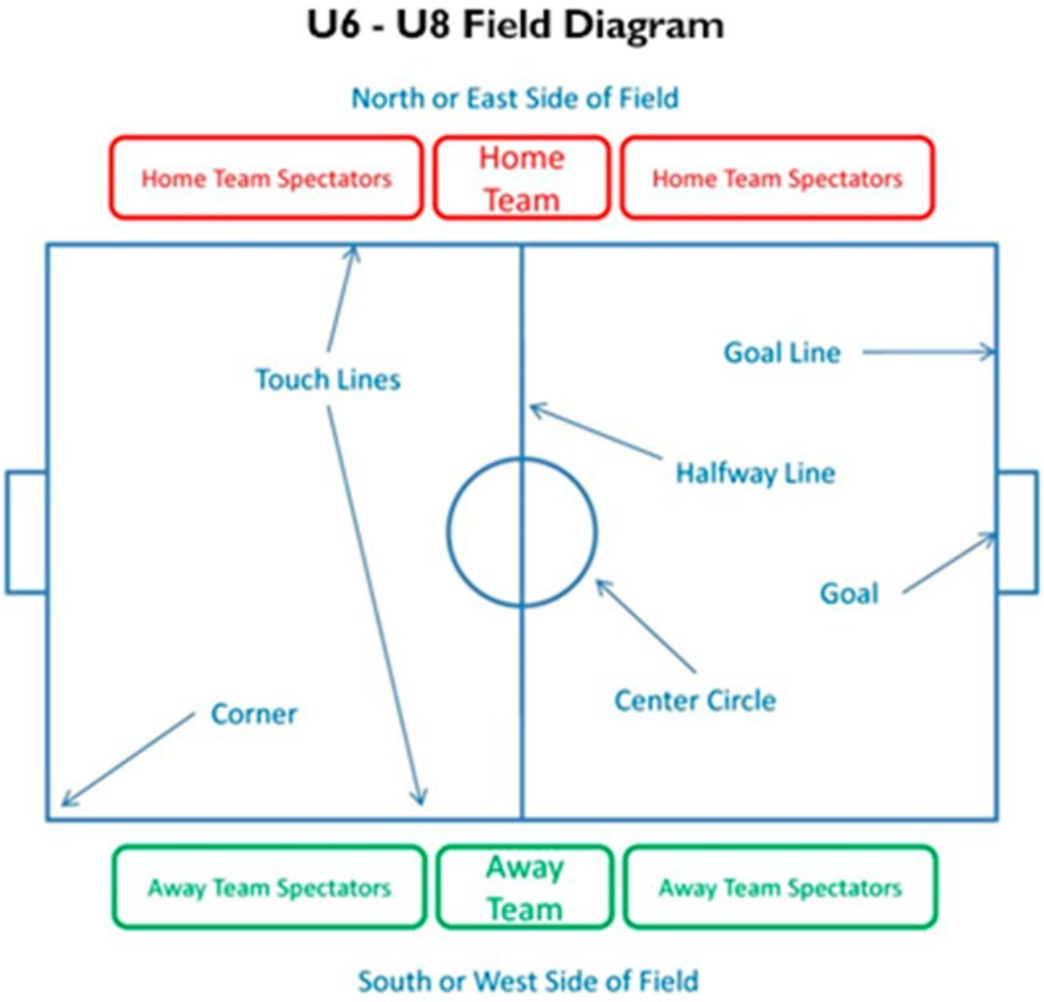
- If a match cancellation creates a situation where teams are unable to play an equal number of preliminary matches, tournament points within a respective flight will convert from total points to average points for all matches played.
  For example:
  - Team A scores 22 points for 3 matches: Average Points = 7.33
  - Team B scores 30 points for 4 matches: Average Points = 7.50
  - Average Points will be rounded to the nearest hundredth (0.00)
  - The team with the highest average points will be declared the winner of the division.
  - The same system will also be used to determine wild card teams where necessary.
- In the event the tournament is cancelled, either in whole or part, the Broken Arrow Soccer Club is not responsible for any expenses incurred by any team. However, a portion of the entry fee may be refunded at the Tournament Director's discretion, after any outstanding tournament expenses are deducted.

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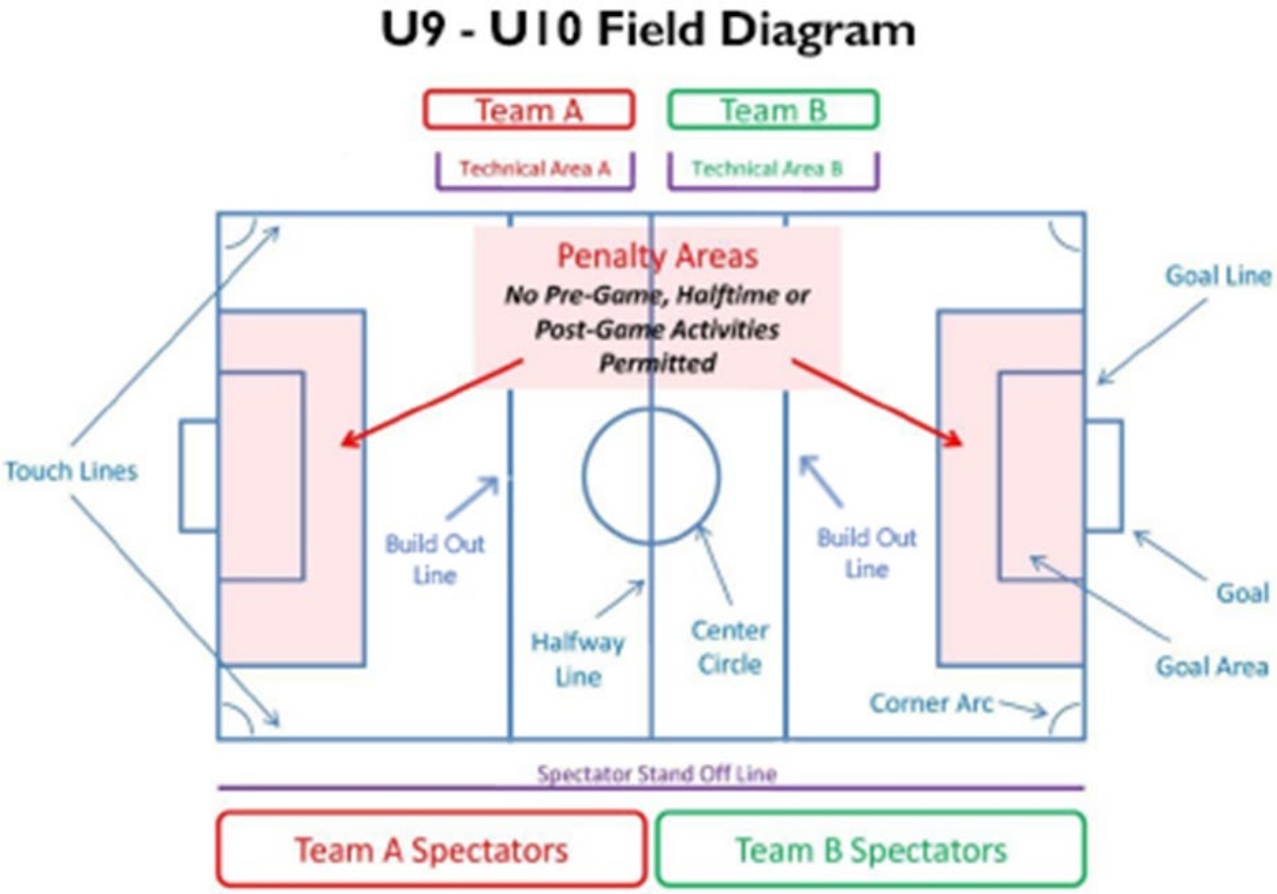
TOURNAMENT SIDELINES

Sidelines – Teams and spectators shall seat themselves as follows:

- **U6-U8 Age Teams**:
  - The Home team (as listed on the schedule) and their spectators shall be seated on the East or North side of the field.
  - The Away team (as listed on the schedule) and their spectators shall be seated on the west or south side of the field.
  - Each team and their respective spectators shall remain on their designated side of the field throughout the match.
  - No persons may stand behind the goal line at any time during a match.

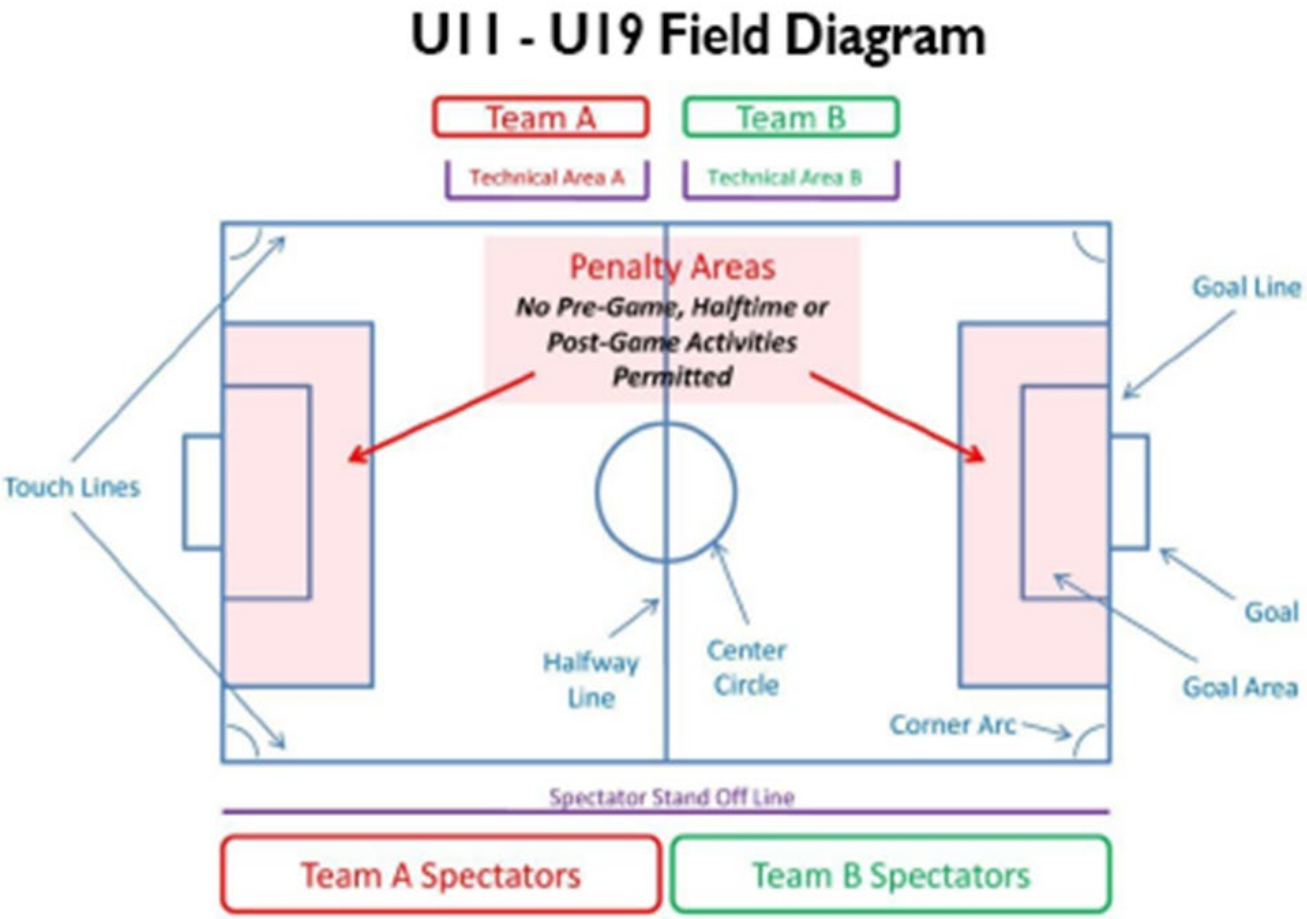


- **U9-U10 Age Teams**:
    - Teams shall be seated on the side of the field having technical area markings and player benches (where installed).
    - Coaches are required to remain within their respective technical areas unless invited onto the field of play by the Referee.
    - Only official team coaches/trainers/managers, as listed on the game form, may be in the team's technical area and provide instruction/assistance to players.
    - Providing coaching instructions from outside of the technical area is not permitted.
    - Spectators shall be seated on the opposite side of the field from the teams and must remain behind the painted standoff line.
    - No persons may stand behind the goal line at any time during a match.



- **U11-U19 Age Teams**:

    - Teams shall be seated on the side of the field having technical area markings and player benches (where installed).
    - Coaches are required to remain within their respective technical areas unless invited onto the field of play by the Referee.
    - Only official team coaches/trainers/managers, as listed on the game form, may be in the team's technical area and provide instruction/assistance to players.
    - Providing coaching instructions from outside of the technical area is not permitted.
    - Spectators shall be seated on the opposite side of the field from the teams and must remain behind the painted standoff line.
    - No persons may stand behind the goal line at any time during a match.



TOURNAMENT MATCH RULES

Rules of Play – Tournament matches will be played in accordance with current FIFA "Laws of the Game" as modified herein:

- Oklahoma Soccer Association Rules of Competition will apply to all matches unless otherwise noted.
- All recreational players should play at least 50% of every game, with the exception of recreational teams who are playing in an academy or competitive bracket of the tournament.
- US Youth Soccer guidelines for small-sided games will apply for all small-sided matches.

Kickoff – Kickoff will take place at the time shown on the tournament schedule. If a team is not present and ready to play within ten (10) minutes of the scheduled kickoff time, the match may be considered a forfeit.

Match Format/Length – All matches will be as shown below, conditions permitting. The Tournament Director reserves the right to shorten games in the event of inclement weather or other warranted conditions.

Division	Age Group	Format	Ball Size	Offside	Game Length	Overtime	Game Length Semi & Finals
Recreational & Academy	U6	4v4 Festival	3	No	Two 20-minute halves	None	N/A
Recreational & Academy	U7, U8	4v4	3	No	Two 20-minute halves	Two 5-minute halves	Two 20-minute halves
Recreational & Academy	U9, U10	7v7	4	Yes	Two 25-minute halves	Two 5-minute halves	Two 25-minute halves
Recreational & Competitive	U11, U12	9v9	4	Yes	Two 25-minute halves	Two 5-minute halves	Two 30-minute halves
Recreational & Competitive	U13, U14	11v11	5	Yes	Two 30-minute halves	Two 5-minute halves	Two 35-minute halves
Recreational & Competitive	U15 – U19	11v11	5	Yes	Two 35-minute halves	Two 5-minute halves	Two 35-minute halves

NOTE: The game clock will not stop except in the case where an injured player must be removed from the field by medical personnel. In the case of extreme hot or humid conditions, water breaks may be designated by the tournament director. The clock will not stop during water breaks.

Slide Tackling – No slide tackling in U6-U8.

Sweeper/Keepers are strongly discouraged in the U8 and younger age groups.

Heading Rule:

- Players on U12 and under recreational teams shall not be allowed to head the ball. If a player deliberately heads the ball, an indirect free kick will be awarded to the other team at the site of the penalty.
- Players on U12 and above competitive teams shall be allowed to head the ball. Recreational teams playing in a competitive bracket shall adhere to competitive standards of play.
- Players on U13 and above recreational teams are permitted to head the ball.

Substitutions:

- **U6-U12** – At the referee's discretion, substitutions shall be unlimited and be permitted at any stoppage of play. Substitutions at times other than halftime shall be made at the halfway line. Players may only enter the field with the permission of the Referee or Assistant Referee after the substituted player leaves the field.

- **U13-U19** – Substitutions shall be unlimited and allowed at any stoppage of play. Substitutions shall be made at the halfway line. Players may only enter the field with the permission of the Referee or Assistant Referee after the substituted player leaves the field.

Conclusion of Match/Reporting – At the conclusion of the match, the Field Referee shall complete the scorecard in detail and submit to the appropriate tournament staff within 30 minutes of completion of the match. The Tournament Committee will maintain an up-to-date list of all red and yellow cards issued during the tournament. A player that receives three (3) yellow cards will be prohibited from playing in the next scheduled game. A red-carded Player or Coach will receive an automatic one-game suspension, and the Tournament Director will review continued participation. Field Referees will be notified if a team has an ineligible Player or Coach for their match. All cautions and red cards will be reported to OSA. Where required, red card suspensions not fulfilled during the tournament will carry over to league play.

Protests and Appeals – No protests or appeals will be heard unless the rules of the match have been misapplied by the Field Referee and have materially affected the outcome of the game. The protest must be made in writing within one (1) hour after scores are posted and be accompanied by a $50.00 bond. The Tournament Protests & Appeals Committee will determine whether or not such action materially affected the outcome of the match. If, in their opinion, the outcome was materially affected, they may take whatever remedial action they deem appropriate, and the $50.00 bond will be returned. The decision of the Tournament Protests & Appeals Committee is final, and an appeal of the decision will not be allowed. No judgment calls made by the referee may be protested.

Team Discipline

- The Tournament Committee will uphold all suspensions of players and/or coaches, as appropriate.
- An ejected (red-carded) player or coach who is "Sent Off" is ineligible for their team's next scheduled match. This includes semi-final and final matches.
- Any player ejected (red-carded) due to violent conduct will be sent off immediately from game and prohibited from playing the remainder of the tournament.
- Any player who receives two (2) yellow cards in one match will be treated the same as having received a red card.
- Any player who receives an accumulation of three (3) yellow cards during the tournament will be treated as having received a red card.
- Each player or coach who becomes ineligible for his/her team's next match under the items above will cause his/her team to lose one (1) point in the tournament standings for each red card or equivalent that he/she receives.
- The team's coach is responsible for the actions of his or her team staff, players, and spectators. Verbal abuse of referees, players, and/or spectators will not be tolerated, and a team's head coach may be disciplined for such. Such actions may also result in termination and forfeiture of the match and/or expulsion from the tournament.
- Any coach who has been ejected from the match must remove him or herself out of "sight and sound" from the playing field within two (2) minutes of ejection or risk match forfeiture. Communication from an ejected coach to the team or team staff is not permitted and may result in the match being a forfeit.
- Any coach, or trainer, who withdraws his or her team from the field during a match, will receive a red card and his or her team will forfeit the match.
- Field Referees will note all prior ejections of players, coaches, or trainers as furnished by the Tournament Director before the match time and ensure that any such ineligible player or coach does not participate in the match. Field Referees will also notify the Referee Assignor of any yellow or red cards in the match just completed by clearly noting it on the match form turned in at the Referee Headquarters.
- The Tournament Director will make note of the card(s) issued and the offenses in order that a written report may be made to the player's or coach's respective club, league, or association for further action, if needed.

Tournament Director

It is the responsibility of the Tournament Director to understand and employ these rules in a manner consistent with fair play and the spirit of the game. For issues not specifically addressed herein, and/or for issues that become subject to interpretation, all decisions made by the Tournament Director are final and binding.