

NORTHEAST OKLAHOMA FC KICKOFF CLASSIC 2026 TOURNAMENT

February 6th - 8th 2026

Location of Tournament

The Kickoff Tournament is hosted by Northeast Oklahoma FC. The Kickoff Tournament will be played at the Tulsa Mohawk Soccer Complex (3500 E 56th St N, Tulsa, OK 74117).

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.

- U6 & 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 Trophies and Individual Medals will be presented to 1st and 2nd place teams in all divisions.

Standards of Conduct

All participants in the tournament are expected to maintain high standards of conduct during their participation in the Northeast Oklahoma FC Kickoff as a player, coach, and spectator. Failure to do so may result in punitive action, 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.

Types of Teams

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

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

Roster sizes 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, through U19 teams*

* U15-U19 teams may roster up to 22 players

Guest players are those players registered outside of the club. Permission must be sought from the loaning club. Guest players must be listed on the official tournament roster submitted at check-in

Maximum allowed U8 through U14 – maximum three (3) guest players

Maximum allowed U15 through U19 – maximum five (5) guest players

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). Applications also may be hand delivered prior to the deadline. 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 Northeast Oklahoma FC Kickoff Tournament and mailed to:

Northeast Oklahoma FC

PO Box 228

Owasso, OK 74055

Inclement Weather/Refund Guarantee

In the event the tournament must be cancelled in whole or in part, the Northeast Oklahoma FC Kickoff 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.

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. Team seeding and bracketing will be completed by the tournament committee. Various ranking services, past results, geography,

order of entry, and as a final criterion, the committee will accept “competition level requests” during the registration 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.

□ 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.

Rules of Play

The Rules of Play of the Northeast Oklahoma FC Kickoff Tournament will be the “Laws of the Game” as published by FIFA. All teams and tournament participants must abide by US Youth Soccer’s policies, rules, and regulations, and are subject to their disciplinary actions.

U9 – U10 (7v7) Extended Rules:

BUILD OUT LINE (7v7) – We will be using the build out line. When the Goalkeeper has the ball in their hands or from a goal kick the opposing team must retreat behind the build out line and not cross the line until the ball is put back in play.

Goalkeeper ball distribution – No punting of the ball.

Uniforms, Equipment, Bench (non-competition rules)

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). 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 players.

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. 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.

For player equipment, refer to FIFA “Laws of the Game”.

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.

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.

GAME FORMAT/BALL SIZE/LENGTH OF GAME/ LENGTH OF HALFTIME

U6 – U8 (4v4) U9 – U10 (7v7): 2 x 20 Min Halves 5 Minute Halftime

U11 – U-12 (9v9) 2 x 25 Min Halves 5 Minute Halftime

U13 – U14 (11v11) 2 x 30 Min Halves 5 Minute Halftime

U15 – U19 (11v11) 2 x 35 Min Halves 5 Minute Halftime

Unfinished Games

If the referee terminates a game and neither team is at fault, it shall be considered a complete 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 to end the tournament safely and fairly. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions.

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

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. 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. A game may be declared a forfeit by the Tournament Director if an ineligible player participates in a game.

Substitutions

Substitutions shall be unlimited. 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:

- Prior to a throw-in in your favor or when the opponent requests a substitution on their throw-in.
- Prior to a goal kick by either team.
- After a goal by either team.
- 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).

□ At half time.

□ A yellow-carded player may be substituted, but this must be done before restart of play.

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:

- 1) Head to head competition
- 2) Goal Differential (maximum per cross-over game is +3; unlimited in “non-cross-over games”)
- 3) Most Goals Scored (no limit per game)
- 4) Fewest Goals Allowed (no limit per game)
- 5) Fewest accumulation of red cards/ejections
- 6) Penalty Kicks, round of 5, then sudden-death rounds if needed

These procedures will be applied, in order, until ties are broken. When there are 3 teams with the same amount of points (3-way tie) at the end of group play, the goal differential, goals scored or goals against will decide who wins – in this order.

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 by the tournament director shall be final.