



## ORMOND FALL REC CLASSIC 2023

SATURDAY, NOVEMBER 11, 2023, 8AM-2PM

TOURNAMENT DIRECTOR: MEGAN UPCHURCH

*(each team will play at least 2 games, with a third game in some divisions if the team advances)*

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### WELCOME

Ormond Beach Soccer Club is proud to present the Ormond Fall Rec Classic 2023! We cannot wait to see the culmination of the hard work that has been put in this season by all of our Fall Rec 2023 teams. This tournament-style event is designed to end the season with a celebration! Please be aware that this is a COMMUNITY EVENT with the #1 PRIORITY being FUN! This event has been designed with specific GOALS in mind – in the following order of priority:

1. FUN
2. COMMUNITY
3. SPORTSMANSHIP
4. PLAYER DEVELOPMENT
5. COMPETITION

**FYSA Codes of Conduct:** As participants in this program - coaches/volunteers, players, and parents/spectators alike - we are all required to comply with FYSA's Code of Conduct. Please be aware that OBSC will not tolerate any abuse or assault toward the referees, coaches, players, spectators, or anyone else. OBSC will also not tolerate any profanity or unsportsmanlike behavior - and will continue to promote an environment of respect, inclusion, and leadership. **Anyone not in compliance with our governing body's Codes of Conduct will be removed from the game or complex, and potentially face sanctions.** The referees have been instructed that OBSC supports referees in addressing any behavior not consistent with these Codes of Conduct. The Codes of Conduct (along with information about the modified playing rules for youth soccer) have been posted on our website at the bottom of the webpage here: <https://ormondbeachsoccer.com/youth-soccer-programs/>.

## **TOURNAMENT RULES AND SAFETY**

The rules of this tournament shall be in accordance with US Youth Soccer and FYSA except as modified and approved herein. All games will be according to FIFA "Laws of the Game," except as modified in this document and the Modified Playing Rules for Youth Soccer. Coaches and players should familiarize themselves with the Modified Playing Rules, that are made available here:

<https://ormondbeachsoccer.com/youth-soccer-programs/> (Player Development Initiatives).

All participants must adhere to concussion protocol. Also, please be aware that there is no deliberate heading in age groups U12 and younger, and will result in an indirect free kick will be awarded to the other team. Therefore, there is no punting or drop kicks allowed by the goalies in age divisions U12 and younger.

Age divisions U8 Girls & U10 Boys/Girls will be using the BUILD OUT LINE – as explained in the Modified Rules for Youth Soccer & Player Development Initiatives referenced above.

If a player is in need of immediate medical assistance, the coach is responsible for assessing the situation and calling 911 (or delegating another to do so), based on the completed SafeSport training. The coach and/or parent should then notify the Tournament Director.

## **DIVISIONS**

Each division has been designed according to age, number of teams, number of players, and other factors the Club has determined to be appropriate under the Player Development Initiatives and Modified Playing Rules for Youth Soccer. Please see below for the set-up of your team or player's division.

## **SPORTSMANSHIP**

All participants – coaches/volunteers, players, and parents/spectators are responsible for complying with FYSA's Codes of Conduct. Sportsmanship is a top priority of this event. Each team will meet at the center of the field after each match to shake hands with each other and the referee. The sideline and bench area should be left clear and free from trash after the match. Match scores should be confirmed at the end of the game by the coaches with the referee, and then the referee will be responsible for reporting the scores to the Tournament Director. Group announcements will be posted and made from the Clubhouse area.

## **DETERMINATION OF POINTS IN GROUP PLAY**

*FOR THOSE DIVISIONS WITH GROUP PLAY ONLY:*

*Group Play:* In group play, there will be no overtime games. Standings in a group will be determined by Game Points: 3 points for a Win, 1 point for a Tie, 0 points for a Loss.

*Tiebreaker:* If Two Teams Tie: Starts with tiebreaker number 1 and proceeds through each level, as needed to determine a winner.

1. Head to head result (but not in the case of a three-way tie)
2. Goal differential, maximum of three (3) goals per game
3. Total goals scored, a maximum of three (3) goals per game
4. Fewest goals allowed
5. Total number of shutouts
6. Penalty kicks\* by FIFA "Taking of Kicks from the Penalty Mark."

## **TIE PROCEDURES AFTER REGULATION FOR CERTAIN GAMES**

*FOR THOSE DIVISIONS (1) WITHOUT GROUP PLAY AND (2) FOR FINAL/CONSOLATION GAMES:*

BRACKET PLAY, SEMI-FINAL, AND CHAMPIONSHIP/CONSOLATION GAMES will proceed directly to Penalty Kicks. NO OVERTIME WILL BE PLAYED.

## **MEDAL CEREMONY – OBSC CLUBHOUSE AREA**

All teams are invited to participate in a medal ceremony and take a team picture in front of our step and repeat to celebrate a great season!

For those teams that advance, the medal ceremony will take place at the completion of each championship/consolation game, over by the OBSC Clubhouse area. For those teams that do not advance, the medal ceremony will take place at the completion of group play for each division, when results are announced at the clubhouse.

## **CONGRATULATIONS IN ADVANCE ON A WONDERFUL SEASON!**



## **U6 COED (4V4) (8 TEAMS)**

### **EIGHT-TEAM DIVISION**

*Each team plays a Round Robin of 2 games! Then meet at the clubhouse for your medals and pictures!*

*Games will be 2-10 min halves.*

#### **TEAMS:**

1. Kendall
  2. Norvell
  3. Ciochetti
  4. Gent
  5. Selby
  6. Depaula
  7. Pascoe
  8. Rowan
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## **U8 BOYS (4V4) (9 TEAMS)**

### **NINE-TEAM DIVISION**

*Divided into 2 Brackets: Played as one group of four and one group of five. The winner of each group will advance to the FINAL. The team in each group in second place after group play will play a CONSOLATION GAME.*

*Group Play will be 2-15min halves, with additional water breaks as needed based on weather conditions.*

*The FINAL and CONSOLATION GAME will be 4-10min quarters.*

#### **GROUP A**

1. Warner
2. O'Malley
3. Cooper
4. Fox

#### **GROUP PLAY – GROUP A**

- Warner v O'Malley
- Cooper v Fox
- Warner v Cooper
- O'Malley v Fox

#### **GROUP B**

5. Lulgjuraj
6. Frisby
7. Bismore
8. Zoto
9. Moyer

#### **GROUP PLAY – GROUP B**

- Lulgjuraj v Frisby
- Bismore v Zoto
- Moyer v Frisby
- Lulgjuraj v Zoto
- Bismore v Moyer

**FINAL:** GROUP A #1 v GROUP B #1

**CONSOLATION GAME:** GROUP A #2 v GROUP B #2

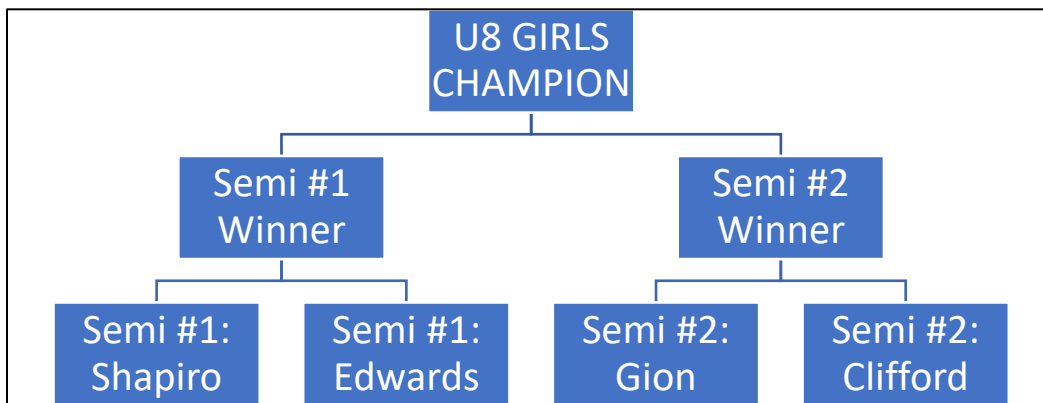
## U8 GIRLS (7V7) (4 TEAMS)

### FOUR-TEAM DIVISION

*Bracket play with 2 rounds – semi-final and FINAL/consolation game.*

*Games will be 2-15min halves, with additional water breaks as needed based on weather conditions.*

1. Shapiro
2. Gion
3. Clifford
4. Edwards



*The 2 teams that do not advance to the FINAL will play a consolation game for 3<sup>rd</sup> and 4<sup>th</sup> place.*

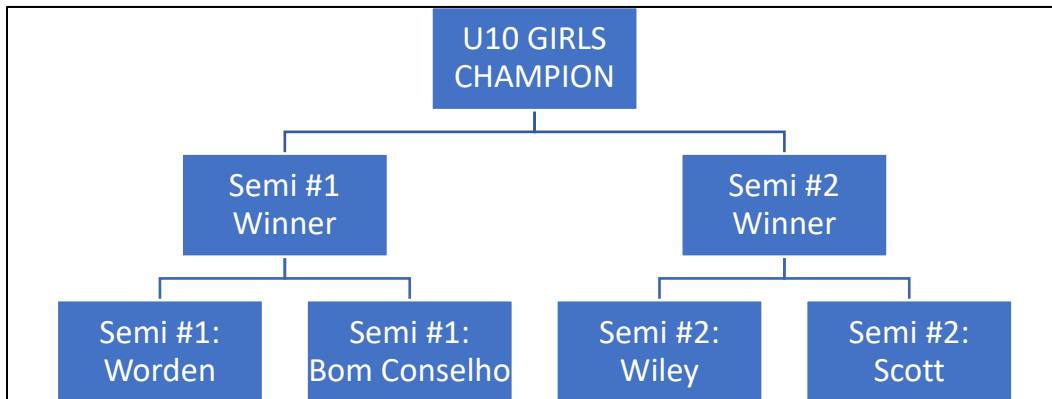
## U10 GIRLS (7V7) (4 TEAMS)

### FOUR-TEAM DIVISION

*Bracket play with 2 rounds – semi-final and FINAL/consolation game.*

*Games will be 2-20min halves, with a water break in the middle of each half if needed based on weather conditions.*

1. Worden
2. Wiley
3. Scott
4. Bom Conselho



*The 2 teams that do not advance to the FINAL will play a consolation game for 3<sup>rd</sup> and 4<sup>th</sup> place.*

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## **U10 BOYS (7V7) (7 TEAMS)**

### **SEVEN-TEAM DIVISION**

*Bracket of Seven: Played as a single group of seven teams with all teams playing two games in group play. Note, teams will not play all other teams in the bracket. The team accumulating the most points and the second-most points will advance to the FINAL. The team accumulating the third-most and fourth-most points will play a CONSOLATION GAME.*

*Games will be 2-15min halves for group play, with a water break in the middle of each half if needed based on weather conditions.*

*The FINAL and CONSOLATION GAME will be 2-20min halves, with a water break in the middle of each half if needed based on weather conditions.*

1. Ehringer-Lucas
2. Soto
3. Warner
4. Jeffcoat
5. Costa
6. Valente
7. Conway

#### **GROUP PLAY:**

- Ehringer-Lucas v Jeffcoat
- Soto v Costa
- Warner v Conway
- Valente v Ehringer-Lucas
- Jeffcoat v Costa
- Soto v Conway
- Warner v Valente

**FINAL:** 2 teams with the most points advance to final

- First after group play vs Second after group play

**CONSOLATION:** 2 teams with third-most and fourth-most points

- Third after group play vs Fourth after group play



## U12 GIRLS (9V9 & 7V7) (4 TEAMS)

### FOUR-TEAM DIVISION

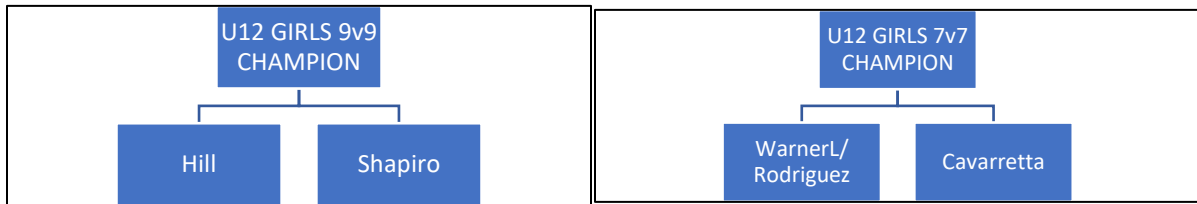
7V7 (2)

9V9(2)

*The 2 9v9 teams will be playing in a FINAL and the 2 7v7 teams will be playing in a FINAL.*

*Games will be 2-25 min halves, with a water break in the middle of each half if needed based on weather conditions.*

1. Hill (9v9)
2. WarnerL/Rodriguez (7v7)
3. Cavaretta (7v7)
4. Shapiro (9v9)



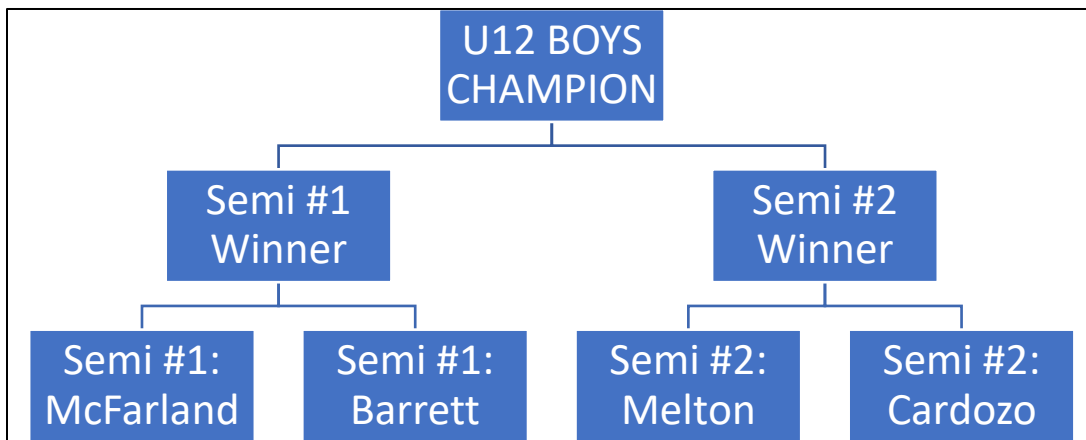
*For U12 Girls Only: After the matches above are completed, and teams have received their medals at the clubhouse and taken a team picture, there will be a 3v3 Ladder Festival event for any U12 Girls who want to participate starting at 10:30am on Fields 3D, 3E, and 3F. It will be run by an OBSC coach and last about 45min to an hour. Come as you are! Don't miss out!*

## U12 BOYS (9V9 & 7V7) (4 TEAMS)

### FOUR-TEAM DIVISION

Games will be 2-20min halves, with a water break in the middle of each half if needed based on weather conditions.

1. McFarland
2. Cardozo
3. Melton
4. Barrett



The 2 teams that do not advance to the FINAL will play a consolation game for 3<sup>rd</sup> and 4<sup>th</sup> place.

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## **U13+ COED (9V9) (5 TEAMS)**

### **FIVE-TEAM DIVISION**

*Bracket of Five: Played as a single group of five teams, each team playing 2 games in group play. The teams accumulating the most points and the second-most points during group play will advance to the FINAL. The teams accumulating the third-most and fourth-most points will play a CONSOLATION GAME.*

*Games in group play will be 2-20min halves, with a water break in the middle of each half if needed based on weather conditions.*

*The Final & Consolation Game will be 2-25min halves, with a water break in the middle of each half if needed based on weather conditions.*

1. Vega
2. Chokrevski
3. Pino
4. Murray
5. Waldrop

#### **GROUP PLAY:**

- Vega v Chokrevski
- Vega v Murray
- Pino v Waldrop
- Pino v Chokrevski
- Murray v Waldrop

**FINAL:** 2 teams with the most points advance to final

- First after group play vs Second after group play

**CONSOLATION:** 2 teams with third-most and fourth-most points

- Third after group play vs Fourth after group play