

# 2024 Soccerfest Tournament Rules U13-18

## **Section 1 - Laws of the Game**

1.1 Basic FIFA-issued "Laws of the Game" will not be repeated in this document. All games shall be played in accordance with the "Laws of the Game" as issued by FIFA - except as modified by these "Tournament Rules" and subject to approval by the Ontario Soccer Association or the Canadian Soccer Association.

## **Section 2 - Team Eligibility**

2.1 All participating teams must be currently registered by their governing body and affiliated with Ontario Soccer.

2.2 All teams traveling from outside the Elgin Middlesex Soccer Association must provide proof of permission to travel, duly authorized by their governing Association, to the tournament host no later than one week prior to the event..

2.3 Participating teams are required to submit their roster one week prior to the tournament. Teams must bring their tournament team roster form to registration. Teams will be considered NOT registered if a copy is not provided at registration and may result in sanctions from the tournament committee including expulsion from the tournament and forfeit of their entry fee.

2.4 Teams that withdraw their applications after the closing date of registrations shall forfeit their entry fee in full.

2.5 Teams that have not provided the entry fee payment in full (by cheque, visa, mastercard, or money order) are not considered registered until payment is actually received. Teams registering late (after the closing date) may only be accepted upon specific approval of the tournament committee.

## **Section 3 - Team Roster**

3.1 All players must have a valid player registration book (or card) with photo ID. These documents must be presented to the tournament committee at registration time along with their tournament team roster. A player without proper valid registration ID will not be eligible to play. A players identification must be present, a photo of it will not be considered acceptable.

3.2 A team found guilty (by the tournament committee) of playing, or attempting to play, an ineligible player may be subject to severe sanctions such as a loss of all match standings or ejection from the tournament with no entry fee refund and such incident will be reported to Ontario Soccer.

3.3 Tournament team rosters shall be limited to a maximum of eighteen (18) players. Players must be registered with the club to which the team is registered. A maximum of four (4) team officials, with valid team official ID, may be on the tournament team roster. Players may only play on ONE TEAM in this tournament.

3.4 A maximum of three (3) guest players are allowed per team. Guest players must appear as a guest player on the Tournament Roster. Players from another Club must have a District approved Temporary or Short Term Registration Permit Form and ID Card presented at registration. A guest player who is a call up from within your own Club must have a copy of the roster to which they are registered for the season and ID Card. All Guest Players must be pre-approved at registration by the Tournament Committee.

#### **Section 4 - Team and Player Registration**

4.1 Each team must submit player cards and a team list of those players participating in the tournament one hour before the first game at the Clubhouse located in Athletic Park.

4.2 Teams failing to register at the date and time published/required, may, at the discretion of the tournament committee, be dismissed from the tournament, forfeiting their entry fee in full.

#### **Section 5 - Age Divisions:**

Division	Birth Date
U13	January 1, 2011 or later
U14	January 1, 2010 or later
U15	January 1, 2009 or later
U16	January 1, 2008 or later
U17	January 1, 2007 or later
U18	January 1, 2006 or later

5.1 The tournament committee will conduct this tournament by gender and age for all divisions.

5.2 The Tournament Committee reserves the right to cancel or combine any division due to lack of entries. A minimum of four teams will be required to form a division.

#### **Section 6 - Extraordinary Weather:**

6.1 In the event of severe weather, (i.e. continuous heavy rain, flooding, lightning, excessive heat or humidity), only a Tournament official or the City Parks Department may cancel a game. The Tournament Committee has the authority to

change the duration of the games or any other function of the tournament, including such things as the following:

- a) Relocate and / or reschedule any game(s);
- b) Reduce, by up to 50% (percent), the duration of any scheduled game;
- c) Cancel any game in the preliminary round, which has no bearing in deciding group winners.

6.2 A game is considered complete if 50% (percent) or more of the playing time has elapsed in a game terminated by the referee for causes as noted above.

6.3 In cases where a game has been cancelled or altered in any way, it is the responsibility of the teams involved to contact Tournament Headquarters for verification of these changes.

### **Section 7 - Substitutions:**

7.1 There is no limit to the number of player substitutions during a game. Substitutions are permitted;

- a) When a goal is scored, or
- b) At a goal kick, or
- c) At the beginning of the first and second half of overtime, or
- d) For any injured player at the referee's discretion, or
- e) On a team's own throw in (opponent can piggy back)

7.2 No substitutions will be allowed for a player ordered from the field by the referee as a sending-off offence. (Red card or 2nd Yellow card in the same game)

### **Section 8 - Position of Teams and Spectators:**

8.1 Teams (players and coaches) will take up positions on opposite sides of the field from spectators. All players and coaches shall restrict their movements to an area along each touchline and within ten (10) meters of either side of the Centre line.

8.2 All players, coaches and spectators will remain two (2) meters back from the touchline. Players, not sitting, who are dressed for the game, should wear pinnies on the sidelines while they are warming up to play.

### **Section 9 - Playing Equipment:**

9.1 Each team shall have two sets of different coloured jerseys. In the event of a conflict of jersey colours, the away team will be required to change. The away team will be the second team shown on the game schedule.

9.2 The goalkeeper's jersey must be distinct from his/her team, the opposing team and the referee. All players must wear shin guards and socks must cover the shin guards completely.

9.3 Players with injuries that require casts or hard splints may only dress for the game if the cast is appropriately secured, so not to risk injury to another player, and the match official must approve the player to play. All players will enter the playing field with the jersey neatly tucked in and all jewellery must be removed (Except Medical Alert).

9.4 The referee may make additional determinations to ensure the safety of all game officials and players on the field.

### **Section 10 - Game Duration and Game Balls:**

10.1 All game officials will allow a five-minute rest period between halves.

10.2 All round robin games are 2 x 25 minutes. Semi Final Games are 2 x 25 min and Finals are 2 x 30 minutes.

10.3 All games may be shortened for other specific reasons at the sole discretion of the Tournament Committee.

10.4 Game Balls will be Size 5 for U13 –U18. The home team will provide the game ball.

### **Section 11 - Arrival Time - Finals:**

11.1 Teams qualifying for the finals of a division shall be prepared to kick-off thirty (30) minutes before the scheduled start time. Kick-off times may be changed at the discretion of the tournament committee.

### **Section 12 - Extra Time (Semi Final & Finals) Rules:**

13.1 In the event of a tied semi-final game, the following procedure will determine the winner:

- a) Best of five penalty kicks by five players of each team.
- b) If still tied, additional penalty kicks by the balance of the team until an outcome is decided.

Note: All players assigned to the roster and who have played in the game are eligible to take penalty kicks. Any player who has been ejected from the game will not be eligible to take penalty kicks or be in the area of play.

13.2 In the event of a tied final game, the following procedure will determine the winner:

- a) An overtime period of 1 x 10 minute half ended by the first team to score (golden goal).
- b) If still tied, best of five penalty kicks by five players of each team.
- c) If still tied, additional penalty kicks by the balance of the team until an outcome is decided.

Note: All players assigned to the roster and who have played in the game are eligible to take penalty kicks. Any player who has been ejected from the game will not be eligible to take penalty kicks or be in the area of play.

#### **Section 14 – Point Distribution:**

14.1 Each team will be awarded:

Win: 3 points    Tie: 1 point    Loss: no points

#### **Section 15 – Tie Breaker in Standings:**

At the end of a preliminary round, the group winner shall be the team with the most points. If teams are tied on points, the following additional criteria shall be used to determine the winner. These rules shall be applied in the following order:

- a) Winner of the game between the two teams tied (applies to two-way ties only)
- b) Largest goal difference (goals scored less goals scored against). (A maximum of five goals per game).
- c) Largest goal average (goals scored divided by goals scored against). (A maximum of five goals per game).
- d) Most goals scored (a maximum of five goals per game).
- e) Toss of Coin

#### **Section 16 - Failure to Show:**

16.1 A team shall be allowed a ten (10) minute period of grace after the scheduled kick-off time before it is considered to have failed to show. In the event of a failure to show, the offending team shall forfeit the game.

16.2 A minimum of seven (7) players constitutes a team. The game will be started if a team has the minimum number of players, even if it must play short-handed against its opponent.

## **Section 17 - Forfeited Games:**

17.1 At the discretion of the Tournament Committee, teams that abandon (quit) a game, fail to show or otherwise forfeit a game may be subject to dismissal from the tournament and all entry fees shall be forfeited without appeal. Such incidents will also be reported to the governing body of that team and Ontario Soccer.

17.2 All opponents of a team which has forfeited a game will be awarded a win and three points in the preliminary standings. The game shall be recorded as a 3-0 win. A team that forfeits a game will NOT be allowed to advance in tournament play.

## **Section 18 - Discipline:**

18.1 All discipline shall be subject to review by the Tournament Committee.

18.2 A player receiving a 3rd caution (Yellow card) during the tournament or an ejection (Red card), or a team official ordered from the field, shall be subject to discipline. The player or team official shall receive a suspension from the game immediately subsequent to the game in which the offence occurred.

18.3 The Tournament Committee may, where justified, suspend any person dismissed during, or after a game, from all further participation in the tournament.

18.4 In the case of a referee assault, the player, team and/or team official will be suspended for the remainder of the tournament. The District Association or League to which the team or team official is registered may impose additional sanctions for serious offences.

18.5 All discipline reports will be forwarded to the District Association to which the player or team official is registered.

18.6 Use of an illegal player will result in an automatic forfeiture of the game and team removal from the tournament.

## **Section 19 - Protests and Appeals:**

19.1 Protests (Appeals) relating to Rule 18 (above) will not be accepted.

19.2 Protests will only be accepted in relation to the possible use of ineligible player(s), within which the incident occurred and must follow the procedure as outlined below:

- Brief written (legible) description of the issue of protest stating pertinent facts only.
- Payment of \$100.00 CDN bond fee in cash
- Submit protest and bond fee at tournament headquarters.

NOTE: Protests will not be considered for on-field decisions made by the referees.

19.3 Protests will be processed within 2 hours of the original request. If the protest is upheld, the bond payment will be refunded in full. If the protest is not upheld, the entire bond shall be forfeited to the St. Thomas Soccer Club,

### **Section 20 - General:**

20.1 The St. Thomas Soccer Club shall not be responsible for any expenses incurred by any team if the tournament is cancelled or shortened.

20.2 The St. Thomas Soccer Club and the Tournament Committee reserves the right to decide on all matters pertaining to this event.

### **Section 21 – Zero Tolerance**

21.1 This applies to all teams, parents/guardians, spectators and club personnel.

21.2 There will be zero tolerance in regards to disrespectful behaviour towards any team, player, match official, parent/guardian, spectator or tournament personnel.

21.3 Any person, including but not limited to those listed above who is asked to leave the tournament or tournament facilities by a match official or tournament coordinator will do so immediately. Failure to do so will result in your team being removed for the remainder of the tournament.

Any behaviour that is in violation of Ontario Soccer Discipline or Tournament Rules will be handled in accordance with said procedures.