

## **2010 GEORGETOWN MINI SOCCER TOURNAMENT RULES**

### **1. GENERAL**

- 1.1 It is the responsibility of all participating team officials to have read all tournament rules and expectations prior to registering.
- 1.2 It is the responsibility of each team's coach/manager to become aware of any schedule changes, or playoff designations and communicate them to the rest of their players. Coaches/managers should periodically check with tournament headquarters and field convenors for any changes or updates, especially at the beginning and end of each day.
- 1.3 All teams should be properly equipped with appropriate first aid/injury treatment equipment. Directions and telephone numbers to local emergency services shall be provided in the coach's packages.
- 1.4 All games shall be played in accordance with the Ontario Soccer Association (OSA) Recommended Mini Soccer Playing Rules, except as modified by these "Tournament Rules". The Recommended Mini Soccer Playing Rules shall not be repeated in this document as they are available on the OSA website.
- 1.5 Each team is guaranteed a minimum of three games.

### **2. AGE DIVISIONS**

- 2.1 This tournament is open to both boys and girls in the following age groups:
  - Under 8 (born 2002)
  - Under 9 (born 2001)
  - Under 10 (born 2000)
- 2.2 The Tournament Committee reserves the right to cancel any division due to a lack of entries. A minimum of four teams will be required to form a division.

### **3. TEAM ELIGIBILITY**

- 3.1 All participating teams must be currently registered with their provincial or national association.
- 3.2 All participating teams traveling from outside the Peel Halton Soccer Association (PHSA) must present "Permission to Travel" form duly authorized by their governing association to the tournament host at the time of application.
- 3.3 All participating teams are required to complete the "Team Roster" form as provided in the application package. No alterations of the "Team Roster" form shall be permitted unless approved by the Tournament Committee.
- 3.4 All participating teams, except those associated with the Ontario Soccer Association (OSA), must provide Medical and Personal Liability Insurance for all players and coaching staff at the time of registration.

- 3.5 Teams that withdraw their applications after the deadline date for applications shall forfeit their entry fee in full.
- 3.6 No individual with an injury that requires a cast or splint of any kind shall be allowed to play in the tournament.
- 3.7 Teams that have not provided the entry fee payment in full shall not be considered registered until payment is actually received.
- 3.8 Teams registering late (after the application deadline date) may only be accepted upon specific approval of the Tournament Committee.
- 3.9 Teams may also be placed on a waiting list if a division is full. Team registrations are accepted on a first arrival basis only. The Tournament Committee will inform any teams placed on the waiting list. Entry fee cheques will not be cashed until a team is accepted into a division.

#### **4. TEAM ROSTER**

- 4.1 All players on the team roster must have a valid player registration book and be properly registered with the OSA. The books must be presented to the tournament committee at registration time and be available at each game.
- 4.2 In the event that a player's book cannot be produced, that player shall not be allowed to participate in any further games in the Tournament until it is produced.
- 4.3 In the event of a dispute concerning player eligibility, the decision of the tournament committee shall be final.
- 4.4 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 the forfeit of points accumulated in the tournament and/or ejection from the tournament with no entry fee refund.
- 4.5 Teams shall be limited to a maximum of fourteen (14) players and a maximum of four (4) team officials.
- 4.6 Players may only play on one team in this tournament and must be registered with the club to which the team is registered. There are no guest players allowed

#### **5. TEAM & PLAYER REGISTRATION**

- 5.1 Teams and players must register on Friday July 16, 2010 at the Georgetown Soccer Club (GSC) office from 12 noon until 9 pm unless otherwise approved by the Tournament Committee.
- 5.2 Teams that fail to register in accordance with 5.1 shall, at the discretion of the Tournament Committee, be dismissed from the tournament and forfeit their entry fee in full.
- 5.3 The following will be required at registration:

- Completed Tournament Team Roster form
- Valid player registration books for all players on the team
- Completed Permission to Travel form (teams outside Peel/Halton)
- Medical & Personal Liability Insurance (teams outside Ontario)

## **6. PLAYING EQUIPMENT**

- 6.1 The home team (the first team shown on the schedule) shall be responsible for supplying the game ball.
- 6.2 The home team shall be responsible for changing uniforms when there is a conflict in uniform colours.
- 6.3 The uniform number worn by each player must be the same as the number listed for that player on the game sheet.

## **7. GAME DURATION & BALL SIZE**

- 7.1 Preliminary round games shall be two 20-minute halves with a 5-minute halftime.
- 7.2 Final & Semi-Final games shall be two 25-minute halves with a 5-minute halftime.
- 7.3 The referee may shorten games if necessary to maintain the tournament schedule. The Tournament Committee reserves the right to shorten duration of games.
- 7.4 At the referee's discretion, extra time may be added at the end of the first and second halves to compensate for injury time, etc.
- 7.5 Size 4 balls shall be used for all games.

## **8. SUBSTITUTIONS**

- 8.1 There is no limit to the number of player substitutions during a game; however, a substitution can only be made at the following times and upon prior approval of the referee:
- After a goal is scored by either team
  - At a goal kick by either team
  - At the beginning of the second half, or the first or second half of overtime
  - On the team's own throw-in. The team without the throw-in/kick-in is not allowed to substitute at this time (no piggy-backing).
  - For an injured player at the referee's discretion.
- 8.2 No substitution shall be allowed for any player ejected from the field by the referee.

## **9. GAME SHEET**

- 9.1 Both teams shall complete the game sheet provided and give it to the referee prior to the start of the game. The referee shall be responsible for filling in the score, recording cautions and ejections, and returning the game sheets to the tournament headquarters. On completion of the game, a team official of each team, the referee and the Field Convenor must sign the game sheet confirming the result.

- 9.2 Only the team officials that are identified on the game sheet shall be allowed to assist the coach.

## **10. DETERMINING WINNERS**

- 10.1 In the preliminary round there are 3 points for a win, 1 point for a tie, ½ point for a shut out and 0 points for a loss.

\* A maximum of a five goal differential will be awarded in any individual game. (Example a 9-2 score would become 7-2 with the goals above the five goal differential discarded)

- 10.2 In the preliminary round the number of accumulated points determines the team's standing. In the event teams are tied in points; the following tiebreak priority shall be used:

- Winner of game between teams (applies to 2 way ties only)
- Team with most wins
- Goal difference (total goals scored minus total goals against)
- Fewest goals allowed
- Most shutouts
- Most goals scored
- Most games scoring a goal
- Penalty kicks (time and location to be determined by Tournament Committee)

- 10.3 If teams are tied at the end of regular time for a semi-final or final game, there will be a 5-minute break followed by two consecutive 5 minute overtime periods. A coin toss shall determine possession and which end a team will defend. Silver Goal will apply i.e. if one of the teams is ahead after the first 5 minutes of extra time, that team is declared the winner. If the game is still tied, the second 5-minute period is played. If one of the teams is ahead after the second period, that team is the winner.

If the game remains tied after the overtime periods, the following penalty shoot-out process shall be used to determine the winner:

- The referee shall choose the goal at which the kicks are to be taken
- No coaches or spectators shall be allowed on the field until the end of the game
- The referee tosses a coin and the team who wins the toss has the choice of which team kicks first
- The referee shall keep a record of the kicks being taken
- Both teams shall designate five players to take the kicks, all of the players designated must have been on the field at the end of the second overtime period
- The kicks shall be taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks shall be taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- Only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Each kick shall be taken by a different player and all eligible players must take a kick before any player shall take a second kick

- An eligible player may change places with the goalkeeper prior to a kick being taken from the penalty mark.

- 10.4 A team is allowed a ten (10) minute grace period from the start of 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. A minimum of five (5) players constitutes a team. If both teams fail to show the Tournament Committee shall make a determination with regard to the standings.
- 10.5 The Tournament Committee shall review the circumstances of any team that abandons a game before it is completed and shall determine if the team shall forfeit the game and/or be subject to additional sanctions.
- 10.6 At the discretion of the Tournament Committee, teams that abandon 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 may be reported to the governing body of that team.
- 10.7 All opponents of a team that forfeit a game shall be awarded a 1-0 win and three points in the preliminary round standings. A team that forfeits a game shall not be permitted to advance in tournament play.
- 10.8 The GSC or Tournament Committee shall not be held responsible for the withdrawal of any teams.

## **11. LOCATION OF TEAMS & SPECTATORS**

- 11.1 Teams (players & team officials) shall be located on the opposite side of the field to the spectators.
- 11.2 Players not on the field, team officials and spectators shall remain two (2) metres back from the sideline.
- 11.3 Team officials shall restrict their movements to the designated player bench area or when the area is not marked remain along the sideline two (2) metres back from the line and within ten (10) metres of their side of the centerline.
- 11.4 Spectators shall not be permitted behind the goal line at either end of the field.

## **12. DISCIPLINE**

- 12.1 The OSA Published Rules on Discipline at Tournaments shall apply with the following exception:

Discipline authority is delegated for player misconduct only. Any misconducts for coaches, other team officials or game officials shall be submitted to PHSA within 3 days of the tournament's completion.

- 12.2 Standard OSA penalties for player misconduct shall apply; see Table 1.

The Tournament Discipline Committee shall use Discipline by Review (DBR) unless a hearing is requested.

Table 1.

**Mandatory Suspensions for all games played in PHSA Tournaments**

Infraction	Penalty
Dismissed for receiving a second caution in the same game (neither offense directed at a game official)	1 game suspension
Dismissed for receiving a second caution in the same game (either offense directed at a game official)	2 game suspension
Dismissed for offensive, insulting or abusive language (not directed at a game official)	1 game suspension
Dismissed for offensive, insulting or abusive language (directed at a game official)	3 game suspension
Dismissed for denying an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball	1 game suspension
Dismissed for denying an opponent a goal or an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick	2 game suspension
Dismissed for serious foul play	2 game suspension
Dismissed for violent conduct	3 game suspension
Dismissed for spitting at an opponent or any other person	4 game suspension

- 12.3 Notwithstanding 12.1 and 12.2, a one game suspension shall be imposed on coaches who are ejected from any game in the Tournament. This will not affect the normal discipline process that will be handled by PHSA on receipt of the Tournament Discipline report.
- 12.4 Unserved games shall be transferred to league play by PHSA. Any player wishing to request a hearing (DBH) for the unserved games must submit a request before the end of the week following the Tournament, for a Discipline Hearing at PHSA.
- 12.5 In exceptional circumstances, the Tournament Discipline Committee has the authority to expel a team from the Tournament for behaviour deemed unacceptable.
- 12.6 A suspended person shall not be at the team bench for the affected game.
- 12.7 Coaches shall be held responsible for the behaviour of all team officials and spectators associated with their team while at Tournament locations and if deemed necessary forfeiture of a game or expelling of the team from the tournament may result if proper decorum is not maintained.
- 12.8 If the referee terminates a game for misconduct by the coach, players and/or spectators, the referee shall record the score, minutes into the game, explanation, and the names and/or jersey numbers of those people responsible. In an event such as this, a representative from both teams must contact tournament headquarters immediately. The Tournament Discipline Committee shall determine disciplinary action and penalties, as well as the game outcome.
- 12.9 In the case of referee assault, the player, team and/or team official shall 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.

- 12.10 All player misconduct shall be subject to review by the Tournament Discipline Committee. The Tournament Discipline Committee reserves the right to hold discipline hearings for all offenders, which may result in further suspension from the tournament. The Tournament Discipline Committee shall advise offenders time and location of any discipline hearing.
- 12.11 All Special Incident Reports, Dismissal Reports, and Caution Reports and the Caution Summary sheets shall be submitted to PHSA. PHSA shall convene a Discipline Hearing for all Special Incident Reports and Dismissal Reports for coaches, other team officials and game officials. Reports involving individuals from other Districts shall be forwarded by PHSA to the appropriate authority, as required.
- 12.12 PHSA shall use Discipline by Review on all Dismissal Reports for players who were unable to serve the full mandatory minimum suspension at the Tournament. PHSA shall advise the player's club and regular league of any suspension imposed as a result of Tournament discipline carryover.
- 12.13 Any player (player's club) wishing to request a Discipline by Review hearing must do so before the end of the week following the Tournament.
- 12.14 In the event (based on the reports which it reviews) the PHSA Discipline Review Committee determines that additional misconduct has occurred or that a serious foul play or violent conduct misconduct warrants more than the mandatory suspension, it shall advise the player by way of a Discipline Hearing Notice that additional charges have been laid and a hearing has been scheduled.

### **13. PROTESTS**

- 13.1 Protests, which may be made by a team official only, must be submitted in writing to the Tournament Committee located at tournament headquarters within one hour of the end of the game in question and must be accompanied by a fee of \$50.00 in cash. The fee is refundable if the protest is successful. Protests regarding referee decisions shall not be heard. All decisions made by the Tournament Committee concerning the protest are final.

### **14. TOURNAMENT COMMITTEE**

- 14.1 The Tournament Committee shall be responsible for team acceptances, tournament format, game scheduling and assignment of referees.
- 14.2 The Tournament Committee shall not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part.
- 14.3 The Tournament Committee shall keep scores at the tournament headquarters or any field sites they designate with updated standings as available.
- 14.4 In the event of inclement weather, e.g. continuous heavy rain, flooding, lightning, excessive heat/humidity, the Tournament Committee shall have the authority to relocate or reschedule games and change the duration of games. It shall also have the right to cancel any game in the preliminary round that has no bearing in deciding the qualifiers to the playoff round. Any game abandoned after the first half (except playoff games) because of inclement weather shall be considered official and final.
- 14.5 The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.