



Tournament Rules

July 2009

Introduction

The objective of our tournament is to promote the game of soccer through sportsmanship, fair play and quality competition. The rules are intended to support the objective; however, all rules have their limitations and every participant, whether player or official is expected to act in a manner that brings credit to the game. Doing so will add to the enjoyment by everyone. **Newmarket Soccer Club Tournaments** are conducted under the Ontario Soccer Association (OSA) Tournament Rules supplemented by the following:

1. Eligibility

- 1.1. All participating teams **MUST** be currently registered with their provincial, state or national association. All teams from outside York Region must present an authorized travel permit from their governing body. Participating teams are required to complete the team roster as provided.
- 1.2. Approved player cards, complete with photograph, are to be presented to the Tournament Committee at registration. Passports, birth certificates, or other valid proof of age may be requested by the Tournament Committee and should be available upon request.
- 1.3. Field conveners are appointed by the tournament committee and are on duty near each game location. They are responsible for checking players' cards and team rosters as required.
- 1.4. Teams must check in with the convener at least 30 minutes prior to the start of each game. Player cards and valid proof of age must be available at each game. In the event of a dispute concerning player eligibility the Tournament Committee's decision shall be final.
- 1.5. The Committee and Host Club will not be held liable for any injury to any participants in this tournament on or off the fields. All teams must carry and supply proof of personal injury liability insurance while participating in the event.
- 1.6. The Tournament Committee and its Sponsors cannot, in any way, be held responsible for object(s) stolen or lost or for injuries incurred during the tournament.

2. Roster and Schedules

- 2.1. Full Field Team rosters will be limited to eighteen (18) players and Mini-Team rosters will be limited to fourteen (14) players. Mini-teams are the Under 8, Under 9 and Under 10 levels.
- 2.2. The team may register up to three (3) players who normally play on a lower level team in the same club. Each player must have an appropriate player registration card and other valid proof of age documentation as may be required.
- 2.3. Guest players will be allowed (maximum 2 per team) but must present the appropriate Temporary Transfer Permit from the player's regular club in order to play. All guest players must be pre-approved by the Tournament Committee and represent part of the three allowable nonstandard team players.
- 2.4. Once a team is registered and the team roster is completed and approved, no additions will be allowed to the team roster.
- 2.5. Only persons on the game sheet shall be allowed on or at the team benches.
- 2.6. All teams shall be assigned to our standard schedules using a random draw. Teams from the same club shall be separated wherever possible. The Tournament Committee reserves the right to seed teams to balance groups.

3. Weather

- 3.1. Due to the possibility that severe thunderstorms may occur during the tournament, it is necessary that all attending teams understand the procedures to be followed. Coaches and their teams must present themselves to a tournament official in the vicinity of their playing field one half hour before the scheduled game time, regardless of the weather conditions, or they may forfeit the game. In the event of conditions, which may be hazardous to the players and spectators, the referee or Tournament Committee may suspend play until conditions permit a safe continuation of the schedule. Only the referee and/or Tournament Committee are authorized to postpone a game.

- 3.2. During group play, the Tournament Committee reserves the right to shorten the length of any game in an effort to ensure that all games are played. Further, if necessary due to extreme weather conditions, the Committee may cancel any game that does not have a bearing on the final standing in any group.
- 3.3. Should a game in progress be terminated due to weather conditions after the first half of play has been completed, the game shall be considered complete and the score at termination shall stand.
- 3.4. Should a game in progress be abandoned prior to reaching the end of the half due to weather, the tournament committee shall decide whether the game is to be rescheduled or deemed completed as a 1-1 tie.

4. Conduct

- 4.1. The Tournament Committee relies upon the coaches and team officials to set an example of conduct and sportsmanship and to exercise all necessary control over their players and spectators.
- 4.2. Any inappropriate behaviour by players, team officials or team supporters on or off the field (i.e. abusive language, swearing, disrespectful conduct, etc.) will not be tolerated and will be dealt with as a serious offence which may result in disciplinary action, including immediate dismissal from the game and/or tournament.

5. Forfeits

- 5.1. If a team is unable to field seven (7) players [five (5) for mini-teams], fifteen (15) minutes after the scheduled starting time, the game shall be forfeited, unless the offending team is able to present an explanation that the Tournament Committee, in its sole judgement, accepts as reasonable for its late arrival.
- 5.2. Should the Tournament Committee decide to reschedule a game, both teams shall present themselves for and play the game, at the field and time decided by the Tournament Committee.
- 5.3. Any forfeited game will result in a 1-0 win for their opponent and all opponents this team has already played and was scheduled to play in the tournament. The forfeiting team will be removed from tournament play.
- 5.4. The offending team/club will be fined \$100. The offending team's club and the appropriate provincial or state governing body will be notified of the incident. The Tournament Committee may take further disciplinary action if deemed necessary.

6. Tournament Standings

- 6.1. The group play standings will be determined by the following criteria:
Points awarded:
 - Win - 3 points
 - Tie - 1 point
 - Loss - 0 points
- 6.2. If, at the end of the group play, there is a tie, the winning teams will be identified according to the following:
 - 6.2.1. the winner of the game between the two teams (should there be more than 2 teams tied, tie-breaking starts at 6.2.2)
 - 6.2.2. the team with the most wins in the group play by the tied teams, (only if they have played the same number of games)
 - 6.2.3. the team with the best goal differential, (goals for minus goals against) with a maximum of five (5) goals per game,
 - 6.2.4. the team with the least goals against,
 - 6.2.5. the team with the most shut-outs (excluding 0-0 tie)
 - 6.2.6. FIFA penalty kicks.
- 6.3. In the event that more than two teams are tied after group play, the above rules will be adhered to in order, and without interruption until one team remains. Rule 6.2.1 will be skipped if more than two teams are tied or if all tied teams have not played the same teams. (For example, three teams are tied and rule 6.2.2 eliminates one of the three teams, the process continues through 6.2.5, etc. until the next team is eliminated.)
- 6.4. In the event that wild card teams are required, the second place team in each group will be identified and the following procedure will be applied. Where the second place teams in each group have played the same number of tournament round games, the team with the most points shall advance, failing which, will revert back to 6.2.1 of the tournament standing rules and follow until a wildcard team is selected.

7. Duration of Games

- 7.1. Duration of all group play, quarter-final, semi-final and final games will be indicated on the individual age division schedules.
- 7.2. In all games, each team shall be entitled to a five (5) minute rest at half time.
- 7.3. Should any of the quarter-final or semi-final games end in a tie at the end of regulation time, the game shall be decided by penalty kicks taken in accordance with the regulations laid out by the FIFA Laws of the Game.
- 7.4. In the event of a tie at the end of regulation time in the final game the teams shall change ends and play two equal sudden victory halves of ten (10) minutes duration each. A rest period of two (2) minutes will be allowed before the start of the overtime periods. At the end of the first ten-minute overtime period, the teams will change ends and proceed with the second overtime period without a break. If, at the end of the overtime

periods, no goal has been scored, the game will be decided by penalty kicks taken in accordance with the regulations laid out in the FIFA Laws of the Game.

8. Substitutions

- 8.1. Substitutions shall be allowed at the following times, with the approval of the referee:
- On goal kicks,
 - After a goal has been scored,
 - At the beginning of the second half,
 - On a team's own throw-ins,
 - In extra time, at the start of each overtime period.
 - In the event of injury, substitution will be allowed with the permission of the referee for the injured player only.
- 8.2. In mini-soccer (7 a side) substitutions are also allowed at all throw-ins. The referee has the right to disallow any substitution if, in his sole opinion, a team is attempting to waste time.
- 8.3. No substitution shall be allowed for any player ejected from the game by the referee.

9. Position of Teams

- 9.1. Teams (players and coaches) will take up position on opposite sides of the field from the spectators wherever possible, (except where team benches are permanently affixed on the opposite sides of the field). All players and coaches shall restrict their movements to an area along each touchline and on their respective side of the centre line. All players, coaches and spectators will remain back two metres from the touchline and shall not extend beyond FIFA field restrictions.

10. Playing Equipment

- 10.1. Each team should have two sets of different coloured jerseys. In the event of a conflict of jersey colours, the home team will be required to change. The home team will be the first team shown on the game schedule.
- 10.2. The goalkeeper's jersey must be distinct from those of his/her team, the opposing team and the referee.
- 10.3. All players must wear shin guards during the game and in pre-game warm-ups.
- 10.4. The home team shall be responsible for supplying the completed game sheet to the referee or convenor prior to the start of the game as well as a suitable game ball if required to do so.

11. Linesmen

- 11.1. If official linesmen are not provided for in the group play, quarter-final or semi-final games, then each team will be required to provide one linesman who is not a team official and who is acceptable to the referee should one be requested. Linesmen will be provided by the tournament for some group play, quarter-final, semi-final and all final games.

12. Mini-Field Rules

- 12.1. The "throw-in" rule is in effect. No "kick-in" will be allowed for any age.
- 12.2. The offside rule will not apply. However, the referee will warn the coach of the team who is persistently abusing the spirit of the offside rule. If the warning is not heeded, an indirect free kick will be awarded to the opposing team at the point of infraction.
- 12.3. Direct or indirect free kicks, in the opinion of the referee, will be awarded for all fouls/infractions committed at the point of the occurrence. However infractions committed inside the penalty area by the defending team will result in a penalty shot from a distance of 8 yards and equidistant from the goal posts.
- 12.4. A goal may not be scored from a kick off.

13. Cautions/Ejections

- 13.1. Cautions/Yellow Cards –
- 13.1.1. If a player or team official receives two (2) yellow cards in one game or three (3) yellow cards during the tournament an automatic one (1) game suspension shall be invoked against the offending individual.
- 13.1.2. Upon review of the incident reports, if the Discipline Committee deems the offences to be of a serious nature, a discipline hearing may be required and the offending individual will be notified to attend prior to re-commencement of play in the tournament. The suspension will be carried out by the offending individual during that person's team's next scheduled game.
- 13.2. Ejections/Red Cards –
- 13.2.1. If a player or team official is ejected from a game, an automatic one (1) game suspension shall be invoked against the offending individual.
- 13.2.2. The offending player or team official **MUST** attend a discipline hearing at the tournament headquarters prior to the team's next scheduled game.
- 13.2.3. If the Discipline Committee deems the offence to be of a serious nature the committee has the authority to amend the severity of the suspension at its sole discretion. The suspension will be carried

out by the offending individual during that person's team's next scheduled game(s).

- 13.3. Any coach ejected from the field must appear before the Discipline Committee prior to the start of the next game. Such offences shall be dealt with as a serious offence which may result in disciplinary action, including immediate dismissal from the game and/or tournament.
- 13.4. Any assistant coach, team manager or parent of a team who is ejected from the field will automatically be ejected from the remainder of the tournament.
- 13.5. The referee's jurisdiction regarding cautions and ejections shall be extended to cover all team officials and spectators.
- 13.6. The referee's decision in matters concerning application of the Laws of the Game and the decisions of the Tournament Committee regarding conduct of the tournament and application of disciplinary matters shall be final.

14. Protests

- 14.1. The decisions of the Referee's, including time keeping, are final and cannot be protested or disputed.
- 14.2. In the case of a dispute, other than the decision of a referee, a protest must be submitted in writing to the Tournament Chairperson or his/her designated representative at the Tournament Headquarters within one hour of the end of the game to which the protest relates. A protest fee of \$100.00 cash must accompany the written protest. Only if the protest is upheld will the fee be refunded.
- 14.3. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its interpretation of the rules and all other tournament documentation is final.

15. Cancellations

- 15.1. Any team withdrawing from the tournament after the refund deadline indicated on the official Tournament Application will lose their entry fee. Any team withdrawing prior to the refund deadline indicated on the official Tournament Application will receive a full refund