



TOURNAMENT RULES
June 12, 13 & 14, 2009

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1 Application and Entry Procedure

- a) Teams wishing to enter the tournament must complete the application form and return it, with payment, to the address indicated. Applications will only be accepted with payment.
- b) Entries will be received on a first come, first serve basis. Register early to avoid disappointment. Registration deadline is May 15, 2009.

2 Eligibility

- a) All teams must be currently registered with their district association.
- b) All teams from outside Hamilton & District Soccer Association must provide proof of Permission to Travel, duly authorized by their governing association, to the tournament host at the time of application.
- c) Youth teams may register and dress 18 players and Mini Teams may register and dress 14 players.
- d) Two guest players from a younger age group within the same club may be included in these totals; however, a player may only be registered to play on one team only in the tournament.
- e) As per OSA regulations, a female may play on a same aged or older male team.
- f) Guest players must be registered prior to the start of the tournament and be comprised of the original player roster.
- g) The maximum number of coaches per team is two (2)
- h) Teams will be accepted to play in the tournament at the sole discretion of the Tournament Committee.
- i) Teams will be contacted after May 16, 2009 if a problem exists with their age group. Schedules will be sent to coaches on or before June 8, 2009.
- j) Any team who withdraws their application after May 16th, 2009 shall forfeit their entry fee.

3 Age and Divisions

- a) This tournament is open to teams in the age groups listed below:
 - Under 8 Boys or Girls (born January 1st 2001 or later) - 7 vs. 7 Recreational
 - Under 9 Boys or Girls (born January 1st 2000 or later) - 7 vs. 7 Recreational
 - Under 10 Boys or Girls (born January 1st 1999 or later) - 7 vs. 7 Recreational
 - Under 11 Boys or Girls (born January 1st 1998 or later) - Recreational and Competitive
 - Under 12 Boys or Girls (born January 1st 1997 or later) - Recreational and Competitive
 - Under 13 Boys or Girls (born January 1st 1996 or later) - Recreational and Competitive
 - Under 14 Boys or Girls (born January 1st 1995 or later) - Recreational and Competitive
 - Under 15 Boys or Girls (born January 1st 1994 or later) - Recreational and Competitive
 - Under 16 Boys or Girls (born January 1st 1993 or later) - Recreational and Competitive
 - Under 17 Boys or Girls (born January 1st 1992 or later) - Recreational and Competitive
 - Under 18 Boys or Girls (born January 1st 1991 or later) - Recreational and Competitive
- b) All divisions are open to recreational all star, select, club and competitive teams.
- c) Recreational all star, select and club teams may play against each other.
- d) Competitive teams will only play against competitive teams.

4 OSA Coach and Player Books

- a) All coaches and players must carry OSA player books.
- b) Books and roster will be presented to the tournament registrar 1 hour prior to the team's first game.
- c) Books must be available for the duration of the tournament.
- d) Player books may be requested by tournament committee prior to the start of any game.
- e) Presentation of player books will be checked prior to start of the semi final & final games.

5 Player Uniform and Equipment

- a) Players must wear numbers on the back of their shirts.
- b) Each player on a team shall have a different number and this number shall coincide with the player name and number as shown on the game sheet.
- c) If team colors clash, the referee will require the home team to change colors.
- d) The home team is the first team listed on the schedule.
- e) Any team that does not observe the color change or shirt requirements of this rule may forfeit the game at the discretion of the Tournament Committee.
- f) Shin guards are mandatory.
- g) The home team is responsible for the game ball.
 - Under 7, 8, and 9 will use a size 3 game ball.
 - Under 10, 11 and 12 will use a size 4 game ball.
 - U13 to U18 age groups will use a size 5 ball.
- h) Game balls must be approved by the referee at the start of the game, and may only be changed at the referee's discretion.

6 Substitutions

- a) There is no limit to the number of player substitutions during a game, but substitutions can only be made during the following stoppages in play, and only with the referee's permission:
 - After a goal is scored by either team
 - At any goal kick
 - At the beginning of the first and second half, prior to kick off
 - In replacement of an injured player (for the injured player only)
 - At your own throw in
- b) The reciprocation rule is in effect. If a team elects to sub on their own throw in, the other team may then make changes as well.
- c) No substitution will be allowed for a player ordered from the field by the referee because of misconduct.

7 Game Sheets and Referee Reports

- a) Game sheets will be completed and presented to the referee prior to kick off of each game.
- b) Game sheets will be completed and signed by referees and all reports submitted to tournament headquarters by the referee as soon as possible after the completion of the game.
- c) Team officials are responsible for the behavior of their respective spectators as it relates to team conduct.

8 Discipline and Protests

- a) A team player accumulating 2 cautions during the tournament or a player who is ejected, **AUTOMATICALLY SITS OUT THE NEXT GAME**, unless appealed to the tournament discipline committee. Further suspensions may be levied in the case of ejection, subject to the nature of the ejection, at the tournament discipline committee's discretion.
- b) A team official ordered from the field for misconduct is **AUTOMATICALLY SUSPENDED FOR THE DURATION OF THE TOURNAMENT**, unless appealed to the tournament discipline committee.
- c) Appeal and Protest Procedure: The player and team official, or team official, must appear in front of the tournament (discipline) committee located at tournament headquarters, within one hour following the game in which the automatic suspension or incident being protested occurred, with the following:
 - A letter of appeal or protest from either the player or team official involved explaining why an appeal or protest should be considered, and
 - A \$50.00 cash fee.
- d) If the appeal or protest is successful, payment is refunded.
- e) All discipline reports will be forwarded to the District Association from which the accused is registered.
- f) In the case of referee assault, the accused is immediately suspended for the remainder of the tournament and all soccer, until the case is disposed of by the District Association from which the accused is registered.
- g) No protests will be considered regarding referee decisions or interpretations of rules of the game.
- h) All decisions of the protest or discipline committee will be final and binding. There will be no further appeal.

9 Duration of Games

- a) All mini size field games 7 vs. 7 will consist of 2 x 20 min halves.
- b) All full size field games 11 vs. 11 will consist of 2 x 25 min halves.
- c) There will be a five minute half time in all games.
- d) The tournament committee reserves the right to shorten the duration of games.

10 Extraordinary Weather

- a) In the event of severe weather (i.e. continuous heavy rain, lightning, excessive heat) or poor field conditions, the tournament committee have the authority to change the duration of games or any other function of the tournament, including such things as the following:
 - Relocate and/or reschedule any game,
 - Cancel any game in the preliminary round that has no bearing in deciding group winners or playoff qualifiers,
 - To consider a game complete if 10 minutes of the second half has elapsed when the game was terminated by the referee.
- b) Unless otherwise advised by the tournament committee, teams must appear at the scheduled location on time.
- c) At the stoppage of a game, teams must remain in a safe location near the field of play (i.e. parking lot) until advised by the referee that they may leave.

11 Kick-ins vs. Throw-ins

U8 & U9 Divisions shall use kick-ins as per OSA mini rules.

- a) When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be kicked-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- b) The player taking the kick-in shall: face the field of play and kick the ball from on, or behind, the touch line.
- c) The ball will be in play immediately after it enters the field of play.
- d) If the player taking the "kick in" plays, or touches, the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- e) At the taking of a kick-in, all opponents must be at least 2 yards (1.8 meters) from the ball.
- f) A goal may not be scored directly from a kick-in.

U10 – U18 Divisions shall use throw-ins as per OSA rules

12 Tie Breaking and Overtime

- a) Ties stand in round robin games.
- b) In playoff or final games, if the score is tied at the end of the second half, there will be 2 X 5 minute overtime halves.
- c) **Golden Goal applies.**
- d) If still tied, the winner of the game will be determined as follows:

U8-U10 divisions shall follow the following OSA mini rules re: penalty kicks

- A penalty-kick shall be taken from the penalty-mark.
- All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty-area but within the field of play, not less than 6 yards (5.5 M) from the ball until it has been kicked.
- The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.
- The player taking the penalty-kick must kick the ball forward.

- The ball shall be in play when the ball is kicked and moves forward.
- The player shall not play or touch the ball a second time until it has been played or touched by another player.

U11-U18 division shall follow FIFA penalty kick rules from the penalty mark.

13 Scheduling and Format

- a) Scheduling is the responsibility of the tournament committee. Format of each division may vary to accommodate the size of the group so as to maximize and promote participation.
- b) Referees and assistant referees (where appropriate) will be assigned to games by the tournament committee.

14 Determination of Group Winners

- a) Each team will be awarded:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- b) In the event of teams being tied for standings, the following will be used to determine standings:
 - Winner of the game between the two tied teams (2 way tie only)
 - Goals for minus goals against
 - Least goals against
 - FIFA Kicks from the Penalty Spot.
- c) The maximum goal differential that shall be recorded for any one game is +5.

15 Failure to Show and Abandoned Games

- d) A team will be allowed 5 minutes grace from the scheduled kick off time, before it is considered to have failed to show.
- e) A grace period is only allowed if fewer than 7 players are present.
- f) If a team fails to show, the offending team will forfeit the game.
- g) The tournament discipline committee will make a decision if both teams fail to show.
- h) The tournament discipline committee will review the circumstances of any team that abandons a game before it is completed and decides whether or not a team shall forfeit the game.
- i) Teams winning by forfeit will be afforded a score equivalent to their goal differential for the tournament round robin to a maximum of +5 per game, and a minimum total of +2.
- j) Teams that forfeit a game may be subject to dismissal from the tournament and all entry fees forfeited without appeal, at the discretion of the tournament committee. Furthermore, such action will be reported to the governing body of the team involved.

16 Arrival Time for Games and Warm Up of Teams

- a) Teams are expected to arrive 20 minutes prior to scheduled kick off times.
- b) Teams are asked to warm up in a location that will not interfere with games currently in play.
- c) Both teams will bench on the same side.
- d) Parents must locate themselves on the opposite side of the field from team benches.

17 General

- a) The Tournament Committee and Ancaster Youth Soccer Club will not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part. The Tournament Committee reserves the right to decide on all matters pertaining to this event.
- b) Team Officials are reminded of the OSA's Coaches Code of Conduct. This tournament is provided to foster team spirit and fair play for all participants (including opponents, referees and volunteer committee members). Please conduct yourself accordingly.
- c) The tournament rules are intended to support sportsmanship and fair play but all rules have their limitations.
- d) Every player, coach, parent or official is expected to behave in a manner that brings credit to his or her team and shows respect for the game. Doing so will add to the enjoyment of everyone.
- e) Play within the spirit of the game particularly with the no offside rule in the Mini divisions.
- f) To keep within the spirit of the game, fair play and coaching ethics, the referee has the discretion to warn the coach or player(s) to stop the tactic of having a player stand deep in the offensive zone waiting for a pass.

18 Contact Address

Inquiries and applications may be addressed to:

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