

Tiamo Festival Cup – Driven by Acura

July 21st to July 22nd, 2018

TOURNAMENT STRUCTURE AND RULES SHEET

For Coaches/Officials/Convenors

TOURNAMENT INFORMATION, RULES AND SPECTATOR CODE



General Information:

- 1. Tournament Registration is located** Club Roma (Seniors Room in Main Building), July 20, 2018, the Friday night from 5-8 p.m. or at least one hour before your first game on Saturday or Sunday.

The following will be required at registration:

- typed team roster using the Roster Sheet provided by the Tournament.
- proof of date of birth/player cards
- typed game sheets for all potential games (round robin and playoffs, and they will be stamped by the tournament officials) using the Game Sheets provided by the Tournament.
- temporary registration permits for guest players (maximum of 3 players that are not on your team)
- signed code of conduct sheet. One coach/manager can sign for the entire team.

- 2. The cost for the tournament/festival** is \$250 for U9 through U12, and the cost for U13 and up is \$400. Your team must be registered and the tournament fee paid for by July 8, 2018. Tournament fees will not be accepted at the in-person registration on July 20 or before your first game.

- 3. All players must be registered** as travel competitive or recreational, select, or all-star players with the participating club. Each team is allowed three (3) guest players for which the team will provide a TRP form for the player. **Proof of status will be required from your local association.** (NO competitive players are allowed U9, U10, U11, and U12). Any violation of the above rules may result in dismissal from the tournament and the tournament fee will be forfeited. TRP's are not needed for players you are calling up from within your own club, however, proof of registration with the OSA is required.

- 4. The Tournament Committee and Club Roma will not be responsible** for any expenses incurred by any team if the tournament is cancelled in whole or in part. Registration fees will be refunded if the tournament is cancelled prior to its commencement on July 21, 2018.

- 5. In the event of bad weather,** the Tournament Committee has the right to shorten games or adjust the schedule to complete the balance of the schedule, recognizing it is also trying to accommodate teams with the best resolution.

- 6. The Tournament Committee reserves the right to decide** on all matters pertaining to this event.

- 7. Recreational Club (L5, L6, and L7) and Competitive Club (L3 and L4) league teams** are allowed to enter the tournament, the divisions for such will be combined unless there are enough teams of each to separate into different tournament groups where teams of the same classification will be grouped together.

Tournament Rules U13 to U18

Updated January 20, 2018

1. LAWS

- All games will be played in accordance with the F.I.F.A. Laws of the Game as observed by the Ontario Soccer Association.
- **U9/U10/U11/U12 Division Rules:** Games will be played in accordance with the OSA and the current LTPD matrix. No scores or standings are to be kept

2. HOME TEAM RESPONSIBILITIES

- The first team listed on the schedule is the home team. **The home team will supply the game ball.** Where both teams' playing colours are similar, the home team will change at the request of the referee.

3. GAME SHEETS

- Both teams will complete their game sheet and hand it back to the referee prior to kick-off. Only gamesheets stamped by the tournament committee at registration will be accepted by the referees.

4. NUMBER OF PLAYERS

- A team U13 to U18 may register up to 25 players for the tournament, however only 18 may appear on a game sheet. The tournament will provide awards for up to 18 players and 2 coaches for the tournament.

5. DURATION OF PLAY – ALL DIVISIONS U13 to U18

- Preliminary rounds 2 x 25 minute halves, 5 minute half-time. Tied game will NOT go to extra time.
- Quarter-Finals and Semi-finals: 2 x 30 minute halves, 5 minute half-time. Tied game will NOT go to extra time, and will go straight to penalty kicks in accordance with F.I.F.A. rules, if required.
- Finals: 2 x 30 minute halves, 5 minute half-time. Tied game will NOT go to extra time, and will go straight to penalty kicks in accordance with F.I.F.A. rules, if required.

6. POINT SYSTEM for U13 through U18 Soccer

- 3 points for a win
- 1 point for a tie

7. DETERMINATION OF DIVISION LEADERS

- Division leaders will be determined by the following criteria, in order:
 1. Most points
 2. Performance head-to-head
 3. Goal difference
 4. Goals against (fewer)
 5. Goals for (more)
 6. Penalty shots (as per F.I.F.A. rules)

8. SUBSTITUTIONS

- Unlimited substitution is permitted during a game, but may only be made at the following stoppages of play:
 - when a goal is scored
 - at a goal kick
 - at the beginning of the second half
 - at the beginning of the first or second half of extra time
 - for an injured player at the referee's discretion
 - on own throw-in, piggybacking is allowed

9. COACHING

- Coaches must stay within the technical area that extends one yard either side of the team bench and one yard for the side line. Coaching outside of this area will not be permitted. Only team officials are allowed in this area. Team officials are reminded that they are not allowed on the field of play without the referee's permission.
- Parents and other fans are not allowed in this area and must remain on the opposite side of the field from the players' benches. This rule will be strictly enforced. No exceptions.

10. FAILURE TO SHOW

- Any team failing to show for a scheduled game will result in dismissal from the tournament and the tournament fee forfeited. A result of 1-0 will be recorded in favour of the team that should have played the team failing to show.

11. DISCIPLINARY ACTION

- A player receiving two (2) yellow cards during the tournament will be suspended from the next game.
- A player receiving a red card will be suspended from the next game.
- A player receiving two (2) red cards during the tournament will be suspended from the tournament.
- The referee's jurisdiction regarding cautions and ejections shall be extended to cover all the officials who will be subject to the same disciplinary action as players. Coaches will be held responsible for the behaviour of all spectators in their party.
- Any coach that is removed from the game by the game official will not be allowed back on the team's bench for the rest of the tournament.

12. PROTEST PROCEDURES

(a) In the event that a team wishes to protest a decision, the official protest form must be filled out and a payment of \$100 will be submitted to tournament headquarters at Club Roma. Protest forms can be found at tournament headquarters.

(b) The form must be signed by both the party making the protest and a representative of Club Roma to ensure that the protest is filed.

(c) The protest must be filed within 1 hour of the end of the game being played. If it is not within this timeframe, the protest will not be heard.

(d) A protest ruling will be given within 1 hour of the protest being filed. All decisions are final. Protests cannot be made on decision that have been made regarding a ruling of a previous protest.

(e) If the protest is successful, the \$100 fee will be returned to the team filing the protest.

Fair Play Code for Spectators

1. I will remember that children play sports for their enjoyment and development, not for my entertainment.
2. I will not have unrealistic expectations. I will encourage participants to do the same.
3. I will respect the officials' decisions, and I will encourage the participants to do the same.
4. I will never ridicule an athlete for making a mistake during a competition. I will give positive comments that motivate and encourage continued effort.
5. I will condemn the use of violence in any form and will express my disapproval in an appropriate manner to coaches and officials.
6. I will show respect for my team's opponents; without them there would be no game.
7. I will not use bad language, nor will I harass athletes, coaches, officials or other spectators.

RULES FOR MINI-SOCCER (U9, U10, U11, and U12) AS PER THE OSA's LTPD MATRIX

1. Scores and Standings for U9, U10, U11, and U12

- (a) There will not be any scores recorded
- (b) There will be no standings kept.

2. The ball shall be a size 4. **Home team is responsible for providing the ball.**

3. Number of Players:

- (a) U9 and U10 – 7v7 with a goalkeeper – maximum of 12 dressed players
U11 and U12 – 9v9 with a goalkeeper – maximum of 16 dressed players
- (b) Unlimited substitution shall be allowed.
- (c) Substitution shall be allowed at stoppages, under the control of the referee.
- (d) Both teams must have at least five (5) players to start the game.
- (e) The game should not continue if a team has less than five (5) players.

4. Duration of Play

- (a) U9 through U12 will play 2 games, 40 minutes long (20-minute halves) in one day as per OSA LTDP Matrix. U9 and U11 will play on Saturday, U10 and U12 will play on Sunday.

4. Equipment:

- (a) Players shall not wear anything that endangers themselves or other players.
- (b) Basic compulsory equipment shall consist of shorts, socks, shinguards, footwear, and a numbered shirt.
- (c) Goalkeepers must wear colours that are distinguishable from all outfield players and the referee.
- (d) A player who is asked to leave the field because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

5. Ball In and Out of Play:

- (a) Ball is OUT of play:
 - when the whole of the ball has crossed the goal line, or touch line, whether on the ground or in the air.
 - When the play has been stopped by the referee.
- (b) Ball is IN play:
 - when it rebounds into play from a goal-post, a cross-bar, or a corner flag post, or the referee, and remains in the field of play.

6. Method of Scoring:

- (a) A goal is scored when the whole of the ball has crossed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty area.
- (b) The referee shall be the sole judge as to whether or not a goal has been scored.
- (c) During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The referee shall restart the game by dropping the ball.

7. As per the current OSA rules, the No-offsidess rule will be in effect for U9 and U10. Offsidess are in effect for U11 and U12.

8. Fouls and Misconducts:

A player who, in the opinion of the referee, intentionally commits any of the following offences, shall be penalized by the awarding of a free-kick to the opposing team.

- spits at an opponent
- kicks or attempts to trip an opponent
- jumps at an opponent

- charges an opponent
- strikes or attempts to strike an opponent
- holds an opponent
- pushes an opponent
- handles the ball deliberately, (except a goalkeeper from within his own penalty area)
- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

Should a player commit one of the above offences within his or her own penalty-area, a Penalty kick shall be awarded.

9. Free Kicks:

- (a) For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place where the infringement occurred, unless the free-kick is awarded to the attacking team within its opponents' penalty area. In this case, the penalty-kick shall be taken from the penalty area.
- (b) At the taking of a free-kick, the ball shall be stationary and all opponents shall be not less than six (6) yards from the ball until it has been kicked. The ball shall be in play when it is kicked and moved.
- (c) A player taking a free-kick within his own penalty-area shall kick the ball into play beyond the penalty area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty-area. All opponents shall be outside the penalty-area and not less than six (6) yards from the ball until it has been kicked. For any infringement of this rule, the free-kick shall be re-taken.
- (d) A player taking a free-kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free-kick shall be awarded to the opposing team.
- (e) All free-kicks are indirect unless they are a penalty kick, then they may be put on goal.

10. Penalty Kicks:

- (a) 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 six (6) yards from the ball until it has been kicked.
- (b) The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.
- (c) The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moved forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.
- (d) If necessary, the time of play shall be extended to allow a penalty-kick to be taken.

For any infringement of this rule:

- (a) by a member of the defending team: the kick shall be re-taken if a goal has not been scored.
- (b) By a member of the attacking team: if a goal is scored it shall be disallowed and a free-kick awarded to the defending team, to be taken from the place where the infringement occurred.
- (c) By a member of both teams: the kick shall be re-taken whether a goal has been scored or not.
- (d) If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be re-taken.

11. Kick-In (U9-10 only, U11-12 are throw-ins as per LTPD).

- (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. The kick is an indirect kick and a goal cannot be scored from a kick in.
- (b) The player taking the kick-in shall face the field of play and kick the ball from on the touchline. The ball will be in play immediately after it enters the field of play.
- (c) 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 kick-in shall be awarded to the opposing team.

(d) At the taking of a kick-in all opponents must be at least two (2) yards from the ball.

(e) **A GOAL MAY NOT BE SCORED DIRECTLY FROM A KICK-IN AS IT IS AN INDIRECT KICK.**

12. Goal-Kick:

(a) When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having been played or touched by a member of the attacking team, a goalkick shall be awarded to the defending team. The ball shall be kicked into play from any point within the goal area by a player of the defending team.

(b) At the taking of a goal-kick, all opponents shall be outside the penalty-area until it has been kicked into play. The ball shall be in play when it has traveled directly beyond the penalty-area.

(c) If the player taking the goal-kick 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.

(d) **A GOAL MAY NOT BE SCORED DIRECTLY FROM A GOAL-KICK.**

13. Corner Kicks:

(a) When the whole of the ball has crossed the goal-line, whether on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.

(b) The corner kick shall be taken from within the corner-arc nearest to where the ball crossed the goal-line. All opponents shall not be less than six (6) yards from the ball until it has been kicked. The ball is in play when it is kicked and moves.

(c) **A GOAL MAY BE SCORED DIRECTLY FROM A CORNER KICK.**

14. Retreat Line/Fallback Rule

When the goalkeeper has the ball at a goal kick or after making a save the opposing team members would "retreat" to the predetermined area of the field. The predetermined areas are as follows:

- 7v7 – 1/3rds line.
- 9v9 - 1/3rds line.

With the opposition retreating to the correct part of the field the goalkeeper can now successfully throw or pass the ball to a team mate. Once the player receiving the ball from the goalkeeper receives the ball, the ball is in play and the opposition players can pressure and attempt to win the ball.

If the goalkeeper chooses not to wait for the opposing players to "retreat" and throws or passes the ball down the field, the ball is instantly in play and does not require a player from the goalkeeper's team to touch the ball first.

The ball is in play once it leaves the penalty area (7v7/9v9) All opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team taking the goal kick OR,
- Leaves the field of play OR,
- Goes over the retreat line. (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line)"

15. DISCIPLINARY ACTION

- Coaches will be held responsible for the behaviour of all spectators in their party.
- Any coach that is removed from the game by the game official will not be allowed back on the team's bench for the rest of the tournament.

16. Protest Procedures

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Tournament Rules Revised 01/20/18