

2024 Heart of Caledon Rules

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1. **Laws of the Game**

All games shall be played in accordance with the laws of the game observed by the Ontario Soccer Association and the Canadian Soccer Association.

2. **Team Eligibility**

All participating teams must be currently registered with their province, state or national association. All teams shall identify themselves by providing full team identification as defined by OSA published rules. All teams from outside Peel Halton must have proof of Permission to Travel, duly authorized by their governing association. All teams from outside the Province must provide either Provincial (from other provinces), State (from the USA or National (outside Canada and US) Association approval to participate as well as proof of accident/injury/illness medical insurance.

3. **Team and Player Registration**

Teams and all players must be registered with the Tournament Committee at the Headquarters on the prescribed date and time, unless otherwise approved by the Committee Executive. In any case, teams must be registered before the first game is played. Teams failing to register by the time required may, at the discretion of the Tournament Committee, be dismissed from the tournament, forfeiting their entry fee.

Teams must present the following upon registration:

- Game Sheets
- OSA Roster stamped by District Association
- All identification for players and team officials listed on the roster
- Approved Travel Permit

4. **Ball Size**

- a. U13 and above shall play with a size 5

5. **Number of Players**

The game shall be played by two teams.

- a. Teams may only have a roster of 18 players
- b. A maximum of 18 players can be dressed for a game
- c. No more than 11 players on the field at a time, one of whom shall be the goalkeeper
- d. Both teams must have at least 7 players to start the game
- e. The game should not continue if a team has less than 7 players

6. **Duration of Games**

Scheduling and refereeing are the responsibility of the Tournament Committee. Game duration shall be in accordance with OSA Policy:.

A. Tournament Portion

- U13 and above shall play in the standard tournament format, playing a minimum of 3 games over the weekend.
- U13 to U14
 - Preliminary games: 50 minute games
 - Semi-final and Final games: 60 minute games
- U15 and above
 - Preliminary games: 60 minute games
 - Semi-final and Final games: 70 minute games
- There will be a minimum of 60 minutes rest between games.

Any player on the game sheet that arrives after the start of the 2nd half will not be permitted to play. Duration of all games may be shortened anytime, at the discretion of the Tournament Committee. Half time intervals in all games shall be five (5) minutes.

7. Substitutions

- a) After a goal is scored
- b) Goal Kicks
- c) Prior to kick off of the 2nd half
- d) At the referee's discretion for an injured player
- e) At own throw-in or kick-in (opposing team can also substitute)

8. Game Sheets and Referee's Reports

Both teams shall complete their game sheet and hand it back to the referee prior to kickoff. Each sheet must be completed in full. Only the team officials that have signed the game sheet are allowed to assist the coach. Maximum of 3 team officials will be allowed on the bench.

9. Scheduling

Scheduling and refereeing are the responsibility of the Tournament Committee. All teams are guaranteed a minimum of 3 games.

10. Scores and Standings

- i. Three (3) points will be awarded for a win
- ii. One (1) point will be awarded for a tie
- iii. Zero (0) points will be awarded for a loss

11. Determination of Group Winners (U13-Senior)

At the end of the preliminary round the group winner shall be the team with the most points. If the teams are tied on points, the following shall be used to determine the winner (in descending order only):

- a) Head-to-head (not applicable to ties of 3 or more teams)
- b) Goal Differential (GF – GA = GD)
- c) Most Goals For
- d) Penalties between the teams

12. Extra Time Rules (U13-Senior)

In the event of a tied playoff game (quarter-final, semi-final or final), the following procedure will be followed to determine the winner:

- a) Best of five penalty kicks by five players of each team
- b) If still tied, alternating penalty kicks by the balance of the team until an outcome is decided
- c) Only players on the field of play at the end of the game are eligible to take penalty kicks.

13. Rain Policy

If the town feels that playing on the field may damage the field, the Tournament Committee may be obliged to abide by the Town's wet field policy, and thereby move the games to another venue (if possible), postpone or cancel the games, reduce the amount of scheduled games or consider any game complete if:

- a) 35 minutes have been played in the U13 – U14 divisions
- b) 40 minutes have been played in the U15 – Senior divisions.

Undecided games (quarters, semis and finals) will then go to penalty kicks, as per FIFA rules. Games will be stopped during lightning and then continue after the lightning leaves the area (stoppages of play due to lightning will be at the discretion of the referee). Games could be shorted to accommodate the rest of the day's games. Regardless of weather conditions, all teams must be prepared to field a team.

14. Failure to Show

A team shall be allowed a 10-minute period of grace after the scheduled kick-off time before it is considered to have failed to show. A minimum of 7 players constitute a team and the game will be started if a team has at least that number of players even if it must play shorthanded against its opponent. The period of grace may be allowed only if there is less than the minimum number of players. In the event of a failure to show, the offending team shall be dismissed from the tournament and the tournament fee shall be forfeited. A result of 1:0 will be recorded in favour of the opposing team.

15. Abandoned Games

The Tournament Committee will review the circumstances of any team that abandons (quits) a game before it is completed and decide whether or not the team shall forfeit the game.

16. Forfeited Games

At the discretion of the Tournament Committee, teams that abandon (quit) a game, fail to show, or otherwise forfeit a game will be subject to dismissal from the tournament and all entry fees forfeited without appeal. Furthermore, such action may be reported to the governing body of the team involved. The opponents of a team, which has forfeited a game, will be awarded a win and three (3) points in preliminary standings.

17. Player Uniforms and Equipment

Players must wear a number on the back of the shirts. Each player on a team shall have a different number and this number must coincide with the player's name and number as shown on the game sheet. If team colours clash, the home team will change colours. At the Tournament Committees' discretion, a team that does not observe the colour change or shirt requirements of this rule may forfeit the game. In case of a colour clash between game officials and participating teams' shirts, the game officials shall change their shirts.

18. Field Supervision and Game Equipment

The Tournament Committee will be responsible for field marking, goal nets, corner flags and for providing field convenors who will be approved by the Tournament Committee. The home team will supply the game ball. I

19. Coaching

First team to arrive at the game field determines which side of the field their team will occupy. Coaches must remain in their technical area after play begins. Coaching outside this area will not be permitted. Only team officials are permitted in this area. Team officials are reminded that they are not allowed on the field of play without the permission of the referee. Spectators must be seated on the opposite side of the field from the teams.

Note: Coaches will be held responsible for their spectators and players

20. Protests

All protests must be made in writing within one (1) hour of completion of the game in question and must be accompanied by a fee of \$100. Protest fees will only be refunded if the protest is upheld. Protests regarding the referee's decision will not be heard.

21. Discipline

Any player or official ordered from the field by the referee for misconduct shall not participate further in the tournament until the discipline committee has dealt with his or her case. Similarly any player who accumulates three yellow cards during the course of the tournament shall not commence a game subsequent to the one which the third yellow card was issued. Any player receiving a red card will be automatically be suspended for the next game. Any player receiving two red cards during the tournament will be suspended from the tournament.

22. Match Official Fees

Age Division Match Official Assistant Match Official (x2)

U-13 \$50 \$40

U-14 & U-15 \$60 \$40

U-16 \$65 \$45

U-17, U-18 and Senior \$65 \$50

23. General

The Tournament Committee 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 the Tournament.

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