

**SCARBOROUGH SOCCER ASSOCIATION
ALBERT CAMPBELL ALL-STAR/SELECT TOURNAMENT - 2018**

RULES AND REGULATIONS

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RULE 1- TEAM AND PLAYER ELIGIBILITY

This tournament is open to Festival, House League Recreational All-Star, and Select teams only using players registered in their Club's House League Program. Team rosters may include players born on or after January 1 of the year indicated on the entry form. No player can be registered to play for more than one team.

All Teams must have Proof of Permission to Travel from their District Association.

All Teams outside of the Province must provide proof of Medical & Liability Insurance.

Team Rosters –

Age	Format	Maximum Players to Register and Dress
Under 8	5 v 5	10
Under 9	7 v 7	12
Under 10	7 v 7	12
Under 11	9 v 9	16
Under 12	9 v 9	16
Under 13	11 v 11	18
To Under 18		

RULE 2 – PROOF OF AGE

A Team Roster Sheet bearing the signatures of the Club's Coach or Manager is required for the Festival, The OSA player card, must be given to the Field Convenor one (1) hour before the team's first game.

The Coach must have a photocopy of the Team Roster Sheet in his/her possession throughout the Tournament.

Acceptable proof of age will be: OSA Player Card only.

If a player's age is challenged by a Coach or Manager, the date on the player card will be final proof.

The Tournament Committee's decision on the participation of any player is final and not subject to appeal.

RULE 3 – GENERAL RULES

Coaches are not allowed on the Field of Play unless requested to do so by the referee.

Spectators are not allowed on the Field of play, and may not take positions anywhere behind the goal lines.

Players and Coaches of both teams will take positions on the same side of the field, within their selected half of the field. Spectators will take positions on the opposite side of the field.

Coaches are responsible for the actions of their coaching staff, players and supporters, before, during and after the game, both on and off the field. Failure to maintain sporting-like conduct may, at the discretion of the Tournament Committee, result in disciplinary action, as well as a report being filed with their district and the OSA.

The Tournament Committee retains the right and responsibility, for re-scheduling or cancelling any games in the event of inclement weather or poor field conditions.

The Tournament Committee or its agents will not be responsible for any personal loss or expenses incurred directly or indirectly, by any team or individual, as a result of the cancellation

of the tournament in whole or in part. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and those decisions are final.

RULE 4 – LAWS OF THE GAME

Games will be played using FIFA “Laws of the Game”, and amended for 7 v 7 (Small Sided, see Rule 5) .

RULE 5 – 5 V 5 & 7 V 7 RULES (MINI-SOCCER)

FIFA Laws of Soccer apply except as amended by the Ontario Soccer Association and further amended by the Scarborough Soccer Association, including but not limited to the following:

- **Number of Players:** seven (7) players to start, and five (5) to continue the game.
- **Ball into Touch:**
 - U-9: May also re-start with a kick-in, and opponents must be at least 2 yards from the ball.
 - U-10: Re-start with a throw-in only; and opponents must be at least two (2) yards from the ball.
- **Free Kicks:**
 - All Free Kicks are indirect free kicks. Penalty kicks are per FIFA.
 - All opponents must be at least 6 yards from the ball until the ball is in play.
 - Goal kicks may be taken from anywhere within the 6-yard Goal Area.
- **Indirect free kicks** awarded to the attacking team for an offence committed in the defending team’s Penalty Area are to be taken from the top of the Penalty Area nearest to where the offence occurred.
- **No offside** in 5 V 5 & 7 v 7 Mini-Soccer, players may move anywhere on the field of play, and may score from anywhere on the field, however coaches are encouraged to respect the spirit of the “offside rule” in the interests of long-term player development.

U-11 & U-12 Competition Rules

The following competition rules are adapted from, Ontario Soccer Association, *Differences between 9v9 and 11v11 Games*, Revised January 15, 2014. For any aspect of the Laws of the Game not covered by this document, please refer to the current edition of the FIFA Laws of the Game.

- Number of players: Nine (9) players to start and seven (7) to continue the game.
- Ball into Touch: Throw-ins are used
- Duration of March: 2 X 25 min halves

RULE 6 – EQUIPMENT

Ball – Under 8, 9, 10, 11 and 12 – size 4
Under 13, 14, 16 and 18– size 5

The Home Team (first named on the schedule) will provide the game ball.

All players are to be in a team uniform, i.e., shirt, shorts and socks, and the goalkeeper in distinctive colours from all others. In the event that both teams are wearing a similar colour, the Home team will change.

Shin pads are mandatory as per FIFA rules.

No metal braces and metal studs will be allowed.

RULE 7 – PROCEDURE FOR COMMENCING THE GAME

When teams arrive at the park, the Coaches or Managers must report to the Field Convenor with the Roster Sheets. Each team must register with the Field Convenor at least 60 minutes prior to their first game. (See Rule 2)

Game Sheets must be completed in full and handed to the Field Convenor 15 minutes prior to the start of the game.

Teams are given a 10-minute grace period after which that team will be charged with a forfeit and its opponent awarded a 2 – 0 victory. Any team forfeiting a game will be eliminated from the tournament and/or the championship round at the discretion of the Tournament Committee.

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RULE 8 – SUBSTITUTIONS

- Unlimited substitutions are allowed in all divisions. Substitutions may only be made at the following times and at the discretion of the referee:
 - After a goal is scored
 - At goal kicks
 - At half-time
 - At their own teams throw-in
 - To replace an injured player
 - To replace a player “sent off“ (**U9 Div. only**)

Rule 9 – Duration of Games

(See Schedules)

RULE 10 – DETERMINING DIVISION / GROUP WINNERS AND WILDCARDS

Scoring:

- Three (3) points for a Win;
- One (1) point for a Tie;
- Zero (0) points for a Loss.

To declare a Division or Group Winner in the Preliminary round the following will apply:

- (a) The team with the most points.
 - (b) The team with the most wins.
 - (c) The team with the fewest losses.
 - (d) The result of head to head plays, (when only two teams are tied).
 - (e) The team with the best goal differential i.e. goals ‘for’ minus goals ‘against’.
 - (f) The team with the fewest goals against.
 - (g) The team with the most goals scored.
 - (h) Penalty kicks in accordance with F.I.F.A. rules.
- A wildcard will not play a team from its own round robin group.

RULE 11 – EXTRA TIME

No extra time in the Preliminary Round.

In the event of tied games in Elimination Round or Finals, extra time will be played (see Rule 9 for timing), with the “Golden Goal” rule in effect.

Should the game still be tied following Extra Time, a winner will be decided using kicks from the Penalty Mark following FIFA rules. Only those players on the field at the end of the second period of Extra Time will be allowed to take kicks from the Penalty Mark.

RULE 12 – PROTESTS

No protest of a referee’s decision will be entertained.

Any other protest can be made by a Coach or Manager only, and must be submitted no later than one hour after the conclusion of the game in question. The Field Convenor must be advised within thirty (30) minutes of the game’s conclusion that a protest will be filed for a protest to be considered. A protest, in writing and accompanied by a non-refundable cash fee of \$100.00 must be presented to the Tournament Committee at the tournament headquarters at L’Amoreaux Park. The Committee will consider the protest and make a final ruling that may not be appealed.

RULE 13 – DISCIPLINE

The Tournament has adopted the OSA Discipline by Review System.

Player Discipline

Any player ordered from the field of play by the referee for misconduct shall receive an automatic one game suspension and shall sit out his/her next game.

Any player receiving two yellow cards in one game OR an accumulation of three yellow cards are each considered to be equivalent to one red card, and the offending player will be suspended for his/her next game.

In the case of violent conduct or misconduct against a game official, the offending player shall be dismissed from the tournament and a report forwarded to their District Association and to the OSA.

The Field Convenor will enforce the foregoing.

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Team Official Discipline

Any team official being ejected from a game must appear before the Tournament Discipline Committee at tournament headquarters at

L'Amoreaux Park prior to his/her team's next scheduled game.

Decisions of the Discipline Committee are final and not subject to appeal.