



## **WATER'S EDGE CLASSIC**

### **SOCCER FESTIVAL/TOURNAMENT**

**July 12 – 14, 2019 Competitive July 20 – 21, 2019 Grassroots**

## **(TOURNAMENT / FESTIVAL RULES)**

### **1) Laws of the Game:**

1.1 Basic OSA-issued "OSA Mini Soccer Rules" will not be repeated in this document. All games shall be played in accordance with the "OSA Mini Soccer Rules" appropriate for U10 Age Division and under, except as modified by these "Tournament / Festival Rules". All games in the Intermediate U11 and U12 Divisions shall be played in accordance to FIFA Rules. The offside rule will be enforced in the U11, U12 & over age brackets. Kick-ins will be enforced for U9 & U10 and throw-ins for U11 and over. All games in the Festival are 'compliant' with the LTPD scheme set forth by OSA.

### **2) Team Eligibility:**

2.1 All participating teams must be currently registered with their provincial or national association. All teams traveling from outside the Lambton Kent District Soccer Association must present a Travel Permit form duly authorized by their governing association to the tournament/festival host before the first match played.

2.2 Participating teams are required to complete a Team Roster form as provided in the application package (available on-line).

**2.3 No alterations to the registered team roster are permitted unless approved by the Tournament Committee.**

**2.4 All withdrawals are subject to a \$100 withdrawal fee. Teams that withdraw their applications after the closing date of applications shall forfeit their entry fee in full.**

**2.5 No individual with an injury that requires a cast or splint of any kind shall be allowed to play in the tournament unless it is properly wrapped and approved by Tournament officials.**

**2.6 Teams that have not provided the entry fee payment in full (by cheque or money order) are not considered registered until payment is received.\*\*\*\*\***

**2.7 Teams may also be placed on a waiting list if a division is full. Team registrations are accepted on a first-arrival basis only and the committee will inform any teams placed on the waiting list. Entry fee cheques will not be cashed until a team is accepted into a division.**

### **3) Team Roster:**

**3.1 All players must have a valid Player ID Booklet (or card) with photo ID (if applicable to their division). These documents must be presented to the tournament committee at registration time. In soccer jurisdictions where player registration documents are not available, a team card displaying the photograph, name and birth date will be acceptable with proof of age.**

**Passports, birth certificates (copies) or other valid proof of age may be required by the tournament committee and should be available upon request.**

**3.2 Player ID documents must be available at each game. In the event of a dispute concerning player eligibility, the decision of the Tournament Committee shall be final.**

**3.3 A team found guilty (by the Tournament Committee) of playing, or attempting to play, an ineligible player may be subject to severe sanctions such as a loss of all match standings or ejection from the tournament with no entry fee refund.**

**3.4 Team rosters shall be limited to a maximum of ten (10) players per game for the U8 division, twelve (12) players per game for U9 & U10 Divisions and sixteen (16) players maximum for the U11 & U12 divisions and eighteen (18) players maximum for the U13 – U18 divisions. Players must be registered with the club to which the team is registered. A maximum of four (4) team officials may be present with the team. Players may only play on one (1) team in this tournament/festival.**

### **4) Team and Player Registration:**

**4.1 Teams and players must be registered with the tournament/festival committee at tournament headquarters on the published date and time, unless otherwise approved by the tournament/festival committee. Special consideration may be given to teams traveling from other districts.**

**4.2 In all cases, teams must be registered at least 1 hour before their first game is played. Teams failing to register at least 30 minutes before their first game may, at the discretion of the tournament/festival committee, be dismissed from the tournament/festival, forfeiting their entry fee in full.**

**4.3 Any team cancelling its participation after registering for the Festival/Tournament shall forfeit ALL MONIES to the Water's Edge Classic. If a team forfeits a game, all games played by that team in the Tournament shall be eliminated, and all of their tournament opponents will receive a 2-0 victory and three (3) points.**

**4.4 The "Water's Edge Classic" Soccer Tournament/Festival's Headquarters is located at the Ontario Travel Information Centre (Point Edward, Ontario), 1455 Venetian Blvd. There will also be Field Headquarters where registration may take place.**

## **5) Age Divisions:**

**5.1 The tournament is open to players born in:**

**U9 Division, 2010 or 2011**

**U10 Division, 2009 or 2010**

**U11 Division, 2008 or 2009**

**U12 Division, 2007 or 2008**

**U13 Division, 2006 or 2007**

**U14 Division, 2005 or 2006**

**U15 Division, 2004 or 2005**

**U16 Division, 2003 or 2004**

**U17 Division, 2002 or 2003**

**U18 Division, 2001 or 2002**

**Multiple divisions may be offered depending on registration.**

**Tournament format will be utilized in the: U13 and Over divisions\*\*\*\*\***

**Festival Format will be utilized in the: U12 and under divisions. \*\*\*\*\***

**5.2 A Minimum of 4 teams (or less) is required to constitute a division.**

## **6) Extraordinary Weather:**

6.1 Severe weather may become a factor in scheduling.

6.2 In the event of severe weather, (i.e., continuous heavy rain, flooding, lightning, excessive heat or humidity), only the Game Official may cancel the game. The tournament committee has the authority to change the duration of the games or any other function of the tournament, including such things as the following:

Relocate and / or reschedule any game(s);

Reduce, by up to 50%, the duration of any scheduled game;

Cancel any game in the preliminary round, which has no bearing in deciding group winners.

6.3 A game is considered complete if 50% or more of the playing time has elapsed in a game terminated by the referee for causes as noted above.

6.4 In cases where a game has been cancelled or altered in any way, it is the responsibility of the coach to determine the actual game status either at tournament headquarters or through a field Convener.

## **7) Substitutions:**

7.1 There is no limit to the number of player substitutions (unlimited) during a game but a substitution can only be made on the referee's discretion at the following instances:

When a goal is scored, or

At a goal kick, or

At the beginning of the first and second half of overtime, or

For any injured player at the referee's discretion, or

On own throw in where agreed upon by both coaches.

7.2 No substitutions will be allowed for a player ordered from the field by the referee as a sending-off offence (Red card or 2nd Yellow card in the same game).

## **8) Position of Teams and Spectators:**

8.1 Teams (players, coaches and spectators) will take up positions on opposite sides of the field wherever possible. All players and coaches shall restrict their movements to within a 10m technical area.

8.2 All players, coaches and spectators will remain at least 2m back from the touchline. Bench players who are dressed for the game should wear pinnies while on the sidelines or while warming up to play.

**8.3 Spectators are to sit on the side of the field opposite of the players and coaches.**

**Spectators must remain at least 5m back from behind the goal line at each end of the field. NO spectators are allowed on the bench unless they are a “Team Official” and are listed on the game sheet.**

## **9) Playing Equipment:**

**9.1 Each team shall have two sets of different coloured jerseys. In the event of a conflict of jersey colours, the away team will be required to change. The home team will be the first team shown on the game schedule.**

**9.2 The goalkeeper’s jersey must be distinct from his/her team, the opposing team and the referee.**

**All players must wear shin guards and socks must cover the shin guards completely.**

**9.3 Players with injuries that require casts or hard splints may not dress for the game and must not enter the field of play. All players will enter the playing field with the jersey neatly tucked in and all jewellery (Except Medical Alert) must be removed.**

**9.4 The referee may make additional determinations to ensure the safety of all game officials and players on the field.**

## **10) Game Duration and Ball Size:**

**10.1 All game officials will allow a five-minute rest period between halves.**

**10.2 Duration of games will be determined after registration has closed. The Festival Committee plans on scheduling the maximum allowed minutes per day allowed by the OSA in compliance to LTPD. The U9 & U10 Divisions will play all games during the course of one (1) day. The U11 & U12 Divisions will play all games during the course of one (1) day. The U13 and Over Divisions will play all games during the course of two (2) days (or 3 days possibly - please see below)**

**. Games scheduled on Friday night will be reserved for local teams “only” unless visiting teams have agreed to play prior to scheduling**

**Size 4 ball will be used (U12 and under). Size 5 ball will be used for U13 and over.**

**10.3 All games may be shortened for other specific reasons at the sole discretion of the Tournament/Festival Committee. i.e tournament is running behind schedule.**

## **11) Arrival Time - Games:**

**11.1 Teams shall be prepared to kick-off 15 minutes before the scheduled start time. Kick-off times may be changed at the discretion of the Tournament Committee.**

## **12) Scheduling:**

12.1 Scheduling and refereeing are the responsibility of the Tournament/Festival Committee.

12.1 Divisions may be combined during scheduling, at the discretion of the Tournament/Festival Committee in order to avoid cancellation of a pool/group/division.

## **13) Lines persons:**

13.1 Lines persons will not be used as off-sides will not be called in the Mini Divisions (U9 & 10)

Line Judges "may" be used in the U11 & U12 Divisions & Over.

## **14) Tie Breaker Rules (Where Applicable – U13 and Over):**

14.1 In the event of a tied elimination or final game, the following procedure will determine the winner:

Best of five penalty kicks by five players of each team.

If still tied, additional penalty kicks by the balance of the team until an outcome is decided.

Note: Only players on the field at the end of overtime are eligible to take the first five penalty kicks. These players are NOT to leave the field and must await instructions from the referee.

14.2A tie will stand in all Qualifying Round games.

## **15) Game Sheets and Referees' Reports**

15.1 Players must be listed on the game sheets (Roster Sheets) submitted at registration in order to be eligible to participate in the tournament (Festival). This is crucial for Insurance purposes!

All game sheets and referees' reports must be returned to tournament/festival headquarters, by the referee to the field Conveners or tournament officials, as soon as possible after the completion of a game.

15.2 The referee must sign the game sheet. Additional game sheets are available from the field Convener or from the tournament/festival headquarters.

## **16) Determination of Group Winners (U13 and Over):**

16.1 Each team will be awarded:

Win 3 points

Tie 1 point

Loss 0 points

At the end of a qualifying round, the group winner shall be the team with the most points. If teams are tied on points, the following additional criteria shall be used to determine the winner. These rules shall be applied in the following order:

Winner of the game between the two teams tied (applies to two-way ties only)

Best Goal Difference (goal difference = total goals for - total goals against)

Most Goals For

Fewest Goals Against

Coin Toss or Penalty Kicks if both teams are present.

16.2 If it is necessary to provide additional teams for quarterfinal or semi-final games, wild card teams may be selected. Such teams will be those with the best record, determined by the number of points earned. In the event of a tie, criteria 16(a) through 16(e) shall apply.

## **17) Failure to Show:**

17.1 A team shall be allowed a ten (10) minute period of grace after the scheduled kick-off time before it is considered to have failed to show. In the event of a failure to show, the offending team (U13 and over) shall forfeit the game. A '1-0' score will be entered into the game sheet for the attended team.

17.2 A minimum of five (5) players is required (U11 & U12) and 7 players minimum for the U13 & Over Divisions. The game will be started if a team has the minimum number of players, even if it must play short-handed against its opponent.

17.3 At the discretion of the field Convener, the grace period (maximum of 10 minutes) may be allowed only if there are less than the minimum number of players and the coach assures the Convener that the other players will be arriving shortly. If both teams fail to show, the tournament/festival committee will make a determination with regard to the standings.

## **18) Abandoned Games:**

18.1 The tournament committee will review the circumstances of any team that abandons (quits) a game before it is completed and decide if the team shall forfeit the game or be subject to additional sanctions.

## **19) Forfeited Games:**

19.1 At the discretion of the tournament committee, teams that abandon (quit) a game, fail to show or otherwise forfeit a game may be subject to dismissal from the tournament and all entry fees shall be forfeited without appeal. Such incidents may also be reported to the governing body of that team.

19.2 All opponents of a team, which has forfeited a game, will be awarded a win and three points in the preliminary standings. The game shall be recorded as a 1-0 win. A team that forfeits a game will NOT be allowed to advance in tournament play.

## **20) Discipline:**

20.1 All discipline shall be subject to review by the Tournament/Festival Committee.

20.2 A player receiving their 2nd caution (Yellow card) during the tournament or an ejection (Red card), or a team official ordered from the field, shall be subject to discipline. The player or team official will not be allowed to play in or coach the game subsequent to the game in which the offence occurred.

20.3 The Tournament Committee may, where justified, suspend any person dismissed during, or after a game, from all further participation in the tournament/festival.

20.4 In the case of a referee assault, the player, team and/or team official will be suspended for the remainder of the tournament. The District Association or League to which the team or team official is registered may impose additional sanctions for serious offences.

20.5 All discipline reports will be forwarded to the District Association to which the player or team official is registered.

20.6 Use of an illegal player will result in an automatic forfeiture of the game and potential further sanctions at the discretion of the tournament committee.

## **21) Protests and Appeals:**

21.1 No protests will be allowed during this tournament.

## **22) Field Supervision & Game Equipment:**

22.1 Players, team officials and spectators will be on the opposite side of the field as their opponents wherever possible. The coach is responsible for the conduct of their team officials,



players and spectators. If any physical arguments or abusive conduct is witnessed by Tournament/Festival officials, the related teams may be disqualified from the tournament/festival and their entry fee will not be re-imbursed.

**22.2** The tournament/festival committee shall assign persons acting in the capacity of a field Convener.

The designated home team will supply a suitable ball for approval by the referee.

### **23) HOME vs. AWAY:**

**23.1** The AWAY team shall be required to substitute jerseys if there is a colour conflict as determined by the game official.

### **24) General:**

**24.1** The field end (to defend) shall be determined by a coin toss, as supplied and supervised by the game official just prior to the start of the game.

**24.2** The team losing the coin-toss shall then take the game kick-off.

**24.3** Sarnia FC will not be responsible for any expenses incurred by any team if the tournament is cancelled or shortened.

**24.4** The Tournament/Festival Committee reserves the right to decide on all matters pertaining to this event.

### **25) OSA Mandatory Posting for Tournaments**

#### **Procedure 7.0 - Tournament Requirements for Team Participation**

**7.1** An Under-13 or older aged team may only participate in a tournament which has been sanctioned in accordance with OSA rules by the governing organization to which the Host Organization is affiliated.

**7.2** The team must comply with all of the competition rules in the tournament for which it has received approval to play.

**7.3** When applying to take part in a tournament, each team shall identify itself by providing "Full Team Identification" as defined in the OSA's Operational Procedures and must attach to the tournament application form written proof of permission from its Association to participate, in accordance with the following: Ontario teams -- District Association approval if tournament is played out-of-District; Other Canadian teams -- Provincial Association approval; U.S.A. teams -- State Association approval; Other teams -- National Association approval. Failure to comply will disqualify the team from participating in the tournament

## **26) OSA Mandatory Posting for Festivals**

### **Procedure 15.0 - Festival Requirements for Squad Participation**

**15.1 An Under-8, Under-9, Under-10, Under-11 or Under-12 squad may only participate in a festival which has been sanctioned in accordance with OSA rules by a District Association.**

**15.2 The squad must comply with all of the competition rules in the festival for which it has received approval to play.**

**15.3 When applying to take part in a festival, each squad shall identify itself by providing its Club name, age and gender classification; and if the festival is played outside its District, must attach to the festival application form (FAF) written proof of permission from its Association to participate, in accordance with the following: Ontario squads - District Association approval if festival is played out-of-District; Other Canadian squads from Border Provinces - Provincial Association approval; U.S.A. squads from Border States - State Association approval; Failure to comply will disqualify the squad from participating in the festival.**

**15.4 In Inter-District Festivals, all squads from Border Provinces or Border States shall supply proof of accident/injury/illness medical insurance to the Festival Host not later than seven days prior to the first day of the festival. Failure to comply will disqualify the squad from participating in the festival.**

***The main objective of our tournament (Festival) is to promote the game of soccer through sportsmanship, fair play and quality competition. The tournament/festival rules are intended to support these objectives but all rules have their limitations. 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. Please remember this Festival/Tournament is intended for the FUN of the children (players) involved!! We want everyone to enjoy themselves!!***

***Thank You – Sarnia FC Tournament Committee***

