



Nepean Hotspurs Soccer Club

24th ANNUAL

FRIENDSHIP TOURNAMENT

June 9-10, 2018

Rules

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Nepean Hotspurs Friendship Tournament 2018 Rules

1. Laws of the Game

All games will be played in accordance with the Laws of the Game, as published and modified by FIFA and in force at the time of the tournament. The Tournament will follow Ontario Soccer and EODSA policies and procedures.

2. Eligibility

The tournament is officially sanctioned as **Inter-Provincial Competitive Outdoor Tournament**.

The tournament is open to boys' teams in the U13-U16 age categories and to girls' teams in the U13-U16/17 age categories.

Teams playing in an Ontario Soccer Level #1 League or higher (and equivalent level teams from other provinces (such as "AAA" in Quebec)) **are not eligible** for entry into this tournament.

3. Tournament Divisions

Inter-Provincial Competitive Outdoor	
Boys Divisions U13-U16	Girls Divisions U13-U16
Boys – U13 – L3 - Ontario Regional Level	Girls – U13 – L3 – Ontario Regional Level
Boys – U13 – District Competitive	Girls – U13 – District Competitive
Boys – U14 – L3 - Ontario Regional Level	Girls – U14 – L3 - Ontario Regional Level
Boys – U14 – District Competitive	Girls – U14 – District Competitive
Boys – U15 – L3 - Ontario Regional Level	Girls – U15 – L3 - Ontario Regional Level
Boys – U15 – District Competitive	Girls – U15 – District Competitive
Boys – U16 – District Competitive	Girls – U16 – District Competitive
	Girls – U16/17 – L3 - Ontario Regional Level

All participating teams must be currently registered as competitive teams with their respective association or federation. All teams from outside the jurisdiction of the Eastern Ontario District Soccer Association must have proof of Permission to Travel (Travel Permit), duly authorized by their governing association and must be covered by a valid medical and liability insurance (Teams must carry and supply, no later than seven (7) days before the tournament, a valid and authenticated proof of insurance – injury and liability – before participating in the tournament). Teams must provide an "Approval Confirmation Receipt" if their Travel Permit is approved on-line OR the original "Approved Permit" stamped and signed by their District, 7 days prior to the start of the tournament.

Ontario teams are allowed up to three (3) properly documented guest players from their own Club or other Ontario Clubs. Quebec teams may also include up to three (3) guest players from

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their own respective Club or from other Quebec Clubs as long as they carry and produce the required authorization from the Quebec Soccer Federation (FQSF).

4. Players

- a. All players must be registered with their District or Federation and be on an active team roster.
- b. All players must have valid player books or photo ID issued by their District or Federation.
- c. All guest players must also conform to the above requirements.

5. Age Categories [players must be born in the following years or after]

Category	Year of Birth
U13	Born in 2005
U14	Born in 2004
U15	Born in 2003
U16	Born in 2002
U16/17	Born 2002 and 2001

6. Team and Player Registration

Teams must register on-line via the tournament on-line registration system. All other forms of registration will not be accepted.

All Teams **MUST** register their players with the Tournament Organizing Committee at the Nepean Hotspurs Soccer Office located at 210 Colonnade Rd South **on Friday, June 8, 2018, between 6:00 p.m. and 9:00 p.m.** If it is not possible to register on Friday evening, please contact the Tournament Coordinator. Teams registering Saturday must report to the tournament staff at the field where they are playing their first game at least one hour before the first game with all the required documentation.

To complete team registration:

- Each team must bring their players' registration books/cards displaying the photograph, name and birth date that have been approved by the governing body of the team.
- All Eastern Ontario District Soccer Association (EODSA) teams **MUST** also bring a copy of their official OSA team roster along with a copy of the official OSA roster that their guest players appear on.
- Each team must bring 6 (six) copies of the **completed** "Roster/Game Sheet" identifying guest players with the letters "GP". The Team list will be verified and approved and all six (6) copies will be stamped. No alterations to these game sheets are permitted. A copy of the game sheet will be given to the referee before each game. Players and coaches are to report at least 30 minutes before each game.
- Teams must bring copies of their travel permits, if not already submitted.

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- Proper documentation for guest players from other Clubs (Temporary Eligibility Permit (TEP)).
- All teams must also bring one copy of the completed Discipline log.

7. Number of players and Team Officials

- A maximum of four (4) team officials are permitted to sit on the 'team' bench.
- Teams may dress and play **as many as eighteen (18)** players in any one game.
- Teams must field at kick-off time a minimum of seven (7) players with eleven (11) players maximum on the playing field per team, one of whom must be the goalkeeper.

8. Player Uniform and Equipment

Players must wear a number on the back of their jersey. Each player on a team must have a different number and this number must coincide with the player's name and number shown on the game sheet. If team colours are too similar, **the home team will change colours**. Shin guards are mandatory.

9. Substitutions

Unlimited substitutions may be made with the consent of the referee or the lines person at the following times:

- a) on goal kicks;
- b) on a team's own throw in;
- c) after a goal is scored;
- d) at half time or between overtime periods;
- e) to replace an injured player.

Substitutions will not be allowed for players ejected from a game, and in the last two minutes of regulation time.

10. Discipline

a. Players

All cautions and dismissals will be reviewed by the Discipline Committee under the Discipline by Review or Discipline by Hearing system. Upon being found guilty of the offence by the (Discipline) Panel, suspensions will be rendered in accordance with the mandatory minimums established by the Ontario Soccer. Any cases involving referee assault will result in the immediate suspension of the involved parties and will be referred to the EODSA. Penalties and variable periods of suspension will also be applied as specified by the Ontario Soccer's Policies and Procedures. All offences leading to an ejection from a team's final game will be referred to the appropriate governing organization for further action. Depending on the offence, e.g., spitting on game officials

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or players, fist fights, etc., the Tournament Discipline Committee may bar a player or a team permanently from the tournament.

b. Team Officials and Coaches

Team officials and coaches are also subject to disciplinary action by the Tournament Referees and Discipline Committee as specified by the Ontario Soccer Association's Policies and Procedures. All offences leading to an ejection from a team's final game will be referred to the District Organization for further action.

c. Committee Hearings

Team officials, coaches and players subject to a disciplinary action may verbally request a hearing from the Field Marshall and Tournament Discipline Committee. The decision of the Marshall and of the Committee will be final.

11. Protests

Protests will not be allowed on referees and linepersons judgment calls. Any other protest must be filed in writing by the team manager or coach and submitted to the Field Marshall with a fee of \$100 cash within one hour of the end of the related game. A copy of the written protest will be given to the coach of each team potentially affected by the protest. A decision will be made by the Tournament Discipline Chair within two (2) hours from the time the protest is filed. The \$100 fee will be refunded if the protest is won. The ruling will be final and binding. There will be no appeals.

12. Failure to Show

- a. Failure to show at any one game without valid reason and proper notice within 15 minutes of the scheduled kick-off time will result in a 3-0 score being awarded to the opposition team. Should both teams fail to show, both will be shown as having a loss, with a score of 2-0. A grace period may be allowed if a team has less than the minimum number of players to start.
- b. Teams withdrawing at any moment for any reason at the time of the tournament will forfeit their entry fee, lose any prizes awarded to them or won by them, and will be barred from the tournament for a period of five (5) years.

13. Duration/Number of Games

<i>Age Grouping</i>	<i>Preliminary Rounds</i>	<i>Semi & Finals</i>	<i>Maximum per day</i>
U13-U14	50 minutes (2 X 25)	50 minutes (2 X 25)	150 minutes
U15-U17	50 minutes (2 X 25)	60 minutes (2 x 30)	180 minutes

Duration of the games may be shortened. Half-time intervals in all games shall be five minutes. Each team will be guaranteed three (3) games. There may be up to three (3)

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qualifying rounds followed by quarter/semi and final rounds, depending on the number of participating teams. There will be a minimum of one hour between each game played by any team.

14. Determination of Group Winners

Each team will be awarded: Three (3) points for win; one (1) point for a tie; zero (0) point for a loss.

At the end of the preliminary round, the group winner shall be the team with the most points. If teams are tied on points, the following criteria, **in order of priority**, will be used to select group winners and wildcards.

- a) winner of the previous game between the tied teams;
- b) most wins;
- c) most goals scored;
- d) best goals for/against differential (goals for, minus, goals against);
- e) FIFA penalty kicks (time and location to be determined by the Tournament Committee).

If more than 2 teams are tied on points the process for determining their ranking will follow the procedure above, for each tie breaking calculation. For example, if three teams are tied, once the first ranked team is identified the ranking of the remaining tied teams will start with criteria a).

15. Extra Time Rules (quarter finals, semi- finals or finals)

If the score is tied at the end of regulation time the following procedure will be followed to determine the winner:

- a) Best of five (5) penalty kicks by five players of each team.
- b) If still tied, alternative penalty kicks by the balance of the team until an outcome is decided.

Note: Only players, including goalkeepers, on the field at the end of the overtime period are eligible to take penalty kicks.

16. Game Sheets and Referee Reports

All game sheets must be returned to the Field Marshall or tournament headquarters as soon as possible after the completion of a game. Game sheets must be signed by the referee and one official from each team. If a player or a team official is ordered from the field by the referee for misconduct, or any player or team official is cautioned by the referee during the course of a game, a copy of the referee's report and the game sheet must be delivered to the Tournament Organizing Committee immediately after the game.

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17. Unfavourable Weather

Under normal weather conditions, games are to be played at the scheduled times and scheduled locations. In the event of inclement weather, the location and starting times of the games may be changed. Unless previously advised by the Tournament Coordinator, teams must appear at the scheduled location on time and ready to play regardless of weather conditions.

A game will not be allowed to start in an electrical storm. The start of the game will be delayed for 15 minutes. If the game cannot begin the Tournament Coordinator will endeavor to reschedule the game, if that is not possible the result will be determined by FIFA penalty kicks, at a location and time to be determined by the Coordinator.

Where an electrical storm occurs during a game, play will be immediately suspended until the storm has passed. Under no circumstances may teams withdraw from the playing field area, i.e.; the parking lots, etc. until the game official or a Tournament official has informed the coaches that the game is suspended. When play cannot continue and 75% or more of the game has been played, the game will be automatically ruled as completed and the score at the time of the referee's decision to stop the game will be considered as the official result for standings calculations. When play cannot continue and less than 75% of the game has been played the Tournament Coordinator will endeavor to reschedule the game, if that is not possible the result will be determined by FIFA penalty kicks, at a location and time to be determined by the Coordinator.

In the semi-final and final games the winner of a tie game that cannot be completed will be decided by:

- a) head-to-head record,
- b) if a) not applicable or still tied - goal differential in Tournament,
- c) if still tied after a and b - coin toss.

18. Field Supervision and Game Equipment

The Tournament Organizing Committee will be responsible for field marking, goal nets, corner flags, and for providing field conveners who shall be responsible for checking player cards. Each designated home team will supply to the referee a properly inflated regulation game ball to be used in the game. Game balls will be provided by the Committee for all final games.

19. General

The Tournament Organizing Committee or the Nepean Hotspurs Soccer Club will not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part. If the tournament is cancelled in whole, the Nepean Hotspurs Soccer Club will refund the team entry fee. The Tournament Organizing Committee interpretation of the rules and all other tournament documentation is final.