



***Nepean Hotspurs Soccer Club  
Alex and Mary Foti Memorial  
Grassroots Soccer Festival***

***June 8, 2019***

***Rules***

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**Foti Memorial Grassroots Festival  
Boys U9-10 and Boys U11-12  
2019 Festival 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. The Tournament will follow Ontario Soccer and EODSA policies and procedures. All games will be played in accordance with the Ontario Soccer's (OSA) Laws for Mini-Soccer and Long-Term Player Development (LTPD) specifically, the youth "Development Matrix".

**2. Eligibility**

The Festival is officially sanctioned as ***Inter-District Development Outdoor Festival***.

- A team for the purpose of the festival is defined as the "the players included on the festival game sheet approved by the Festival Committee".
- All players on a team must meet the age and date of birth requirements for the age group for which the team is registered.
- Girls will be permitted to play on Boys' teams.
- Under no circumstances will players that are older than the age group be allowed to play in that age group.
- The Festival organizing committee reserves the right to accept or to refuse the entry application of any team for participation in the Festival.

**3. Age Categories** players must be born in the following years

| <b>Category</b> | <b>Year of Birth</b> |
|-----------------|----------------------|
| U9              | Born in 2010         |
| U10             | Born in 2009         |
| U11             | Born in 2008         |
| U12             | Born in 2007         |

**4. Festival Divisions**

The Festival will be comprised of three (3) divisions per age group, subject to a minimum number of team registrations.

**Premier Tier**

ERSL District Development League - Premier Teams and Ontario-based Academy "Equivalent" Teams

**Division 1**

ERSL District Development League - Division 1 Teams.

**Division 2**

ERSL District Development League - Division 2 Teams.

**5. Player Eligibility**

- a) All players must be registered with their District
- b) All players used by a team must be from within their own Club.

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**6. Duration/Number of Games**

| <i>Age Grouping</i> | <i># of Games</i> | <i>Games Duration</i> | <i>Maximum per day</i> |
|---------------------|-------------------|-----------------------|------------------------|
| <b>U9 and U10</b>   |                   |                       | 100 minutes            |
| Premier             | 3                 | 30 minutes            | 90 minutes             |
| Division 1          | 3                 | 30 minutes            | 90 minutes             |
| Division 2          | 3                 | 30 minutes            | 90 minutes             |
| <b>U11 and U12</b>  |                   |                       | 140 minutes            |
| Premier             | 2                 | 60 minutes            | 120 minutes            |
| Division 1          | 2                 | 60 minutes            | 120 minutes            |
| Division 2          | 2                 | 60 minutes            | 120 minutes            |

- Placement of teams will be based on current season placement in league play. Deviation from this will be at the discretion of the Festival Organizing Committee.
- There will be no half- time break for 30 minute games. Teams will change ends when the Referee signals for half-time.
- Sixty (60) minute games will have a five (5) minute half-time break, teams will then change ends.
- Coaches are reminded that under the Long-Term Player Development (LTPD) matrix, individual players are allowed to play a maximum of 80 minutes per festival.
- U9 and U10 Teams will play "7v7 Mini Soccer".
- U11 and U12 Teams will play "9v9 Mini Soccer".
- All games will be played using a Size #4 ball that is **provided by the home team**.
- There must be a minimum of 30 minutes and a maximum of 120 minutes between games.

**7. Team and Player Registration**

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

All Teams must register with the Festival Organizing Committee prior to their first game. Teams can submit the required documentation to the Committee any time prior to their first scheduled game. The documents listed below can be provided via email or they can be dropped off at the Hotspurs office during open hours or by appointment.

To complete team registration:

- All Eastern Ontario District Soccer Association (EODSA) teams **MUST** provide a copy of their official **Festival roster**.
- Each team must provide a copy of a completed "Festival Game Sheet" for each game they are scheduled to play. The Festival Game Sheets will be verified and approved and all copies

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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 provide a copy of their travel permits, if not already submitted.
- All teams must also bring one copy of the completed Discipline log.

**Player registration books/cards are NOT required for the Festival and DO NOT need to be submitted as part of the player registration process.**

All teams outside the EODSA taking part in the Festival must provide written proof of permission from its Association to participate.

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 start of the Festival, a valid and authenticated proof of insurance – injury and liability – before participating in the festival - Ontario teams only need to produce their Ontario Soccer roster). 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 festival.

**8. Number of players and Team Officials/Spectators**

A maximum of four (4) team officials are permitted to sit on the ‘team’ bench.

**For U9 and U10 Divisions:**

- Teams may register, dress and play **as many as twelve 12** players in any one game.
- Teams must field at kick-off time a minimum of five (5) players with seven (7) players maximum on the playing field per team, one of whom must be the goalkeeper.

**For U11 and U12 Divisions:**

- Teams may register, dress and play as many as **sixteen (16)** players in any one game.
- Teams must field at kick-off time a minimum of six (6) players with nine (9) players maximum on the playing field per team, one of whom must be the goalkeeper.

Spectators will take up position on the opposite side of the field across from their respective team.

***The Festival Committee relies on coaches and team officials to set an example of conduct and sportsmanship and to exercise all necessary control over their players and associated parents and spectators. The Festival Committee reserves the right to eject any person (player, coach, team official, parent or spectator) exhibiting inappropriate behavior from the immediate playing areas.***

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**9. Substitutions**

Substitutions will be ***unlimited in number - with the consent of the Referee*** at any stoppage of play. A player who is bleeding must leave the field for treatment and will not be allowed to resume playing until after the Referee has verified that the area of the body (other than the inside of the nose or mouth) from which the player was bleeding has been properly covered and that the bleeding has stopped. In the case of a nose-bleed or an internal mouth injury, it will be sufficient for the Referee to ascertain that the bleeding has stopped in order for the player to be allowed to re-enter the game. No player will be permitted to play with blood on his or her shirt.

**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 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 or players, fist fights, etc., the Festival 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 Festival Referees and Discipline Committee as specified by the Ontario Soccer's Policies and Procedures.

**c) Committee Hearings**

Team officials, coaches and players subject to a disciplinary action may verbally request a hearing from the Festival Discipline Committee.

**d) Protests**

Protests will not be allowed on referee 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 Festival 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.

**11. Failure to Show**

A team that fails to appear at the scheduled field without valid reason within ten (10) minutes after the game's scheduled kick-off time will be considered to be "late" and will depending upon the availability of time, a Referee, a field, and the willingness of the scheduled opposing team, may or may not have the missed game re-scheduled for later that day. If the game is not re-scheduled, no refund will be given. Should there be a valid reason for a team's late arrival and should there be

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sufficient time and field availability in that day's schedule to play the game and should the team that otherwise would have received a forfeit agree to play the game; the game may be re-scheduled by the Festival Discipline Committee. If the game is not re-scheduled, no refund will be given.

Should both teams fail to appear at the scheduled field without valid reason, the missed game will not be re-scheduled and no refund will be given. Failure to appear, without valid reason, may result in the expulsion of the team or teams from the remainder of the Festival. If expulsion occurs, no refund of the team's entry fee, either in total or in part, will be made. Should there be a valid reason for both team's late arrival and should there be sufficient time and field availability in that day's schedule to play the game, the game may be re-scheduled by the Festival Discipline Committee. If the game cannot be re-scheduled, no refund will be given.

When a team fails to appear or is late, the Festival Discipline Committee will act as the sole judge as to the validity of the team's reason for being late or for having failed to appear and will also be the sole decision maker as to whether the team should be expelled from the remainder of the Festival.

## **12. 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 Festival Organizing Committee immediately after the game.

## **13. Unfavourable Weather**

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

The referee will make the final decision on weather related issues, according to FIFA rules. Under no circumstances may teams withdraw from the playing field area during game play, unless the referee instructs them to do so.

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 Festival Coordinator will endeavor to reschedule the game.

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 Festival 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. When play cannot continue and less than 75% of the game has been played the Festival Coordinator will endeavor to reschedule the game otherwise the game may be deemed complete.

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**14. 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 Festival Game Sheet. If team colours are too similar, **the home team will change colours**. The goaltender's jersey must be distinct from their team, the opposing team and the referee. Shin guards are mandatory.

**15. Field Supervision and Game Equipment**

The Festival Organizing Committee will be responsible for field marking, goal nets, corner flags, and for providing field conveners. **Each designated home team will supply to the referee a properly inflated regulation game ball (size 4) to be used in the game.**

**16. General**

The Festival 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 Festival Organizing Committee's interpretation of the rules and all other Festival documentation is final.