



## ANCASTER HERITAGE DAYS TOURNAMENT & FESTIVAL RULES

JUNE 2-4, 2017



### **1. Application and Entry Procedure**

- a. Teams wishing to enter the tournament must complete the application form and return it, with payment, to the address indicated. Applications will only be accepted with payment.
- b. Entries will be received on a first come, first serve basis. Register early to avoid disappointment. Registration deadline is May 5th 2016.

### **2. Eligibility**

- a. All teams must be currently registered with their district association.
- b. All teams from outside Hamilton & District Soccer Association must provide proof of Permission to Travel, duly authorized by their governing association, to the tournament host at the time of application.
- c. Youth teams may register and dress 18 players, Intermediate teams (9v9) may register and dress 16 players and Mini Teams may register and dress 14 players.
- d. Two guest players from a younger age group within the same club may be included in these totals; however, a player may only be registered to play on one team only in the tournament.
- e. As per OSA regulations, a female may play on a same aged or older male team.
- f. Guest players must be registered prior to the start of the tournament and be comprised of the original player roster.
- g. The maximum number of coaches allowed on the sidelines with the players is (4) four per team.
- h. Teams will be accepted to play in the tournament at the sole discretion of the Tournament Committee.
- i. Any team who withdraws their application after May 19th, 2016 shall forfeit their entry fee.

### **3. Age and Divisions**

- a. This tournament is open to teams in the age groups listed below:
  - Under 8 Boys or Girls (born 2009) – LTPD Festival Rules
  - Under 9 Boys or Girls (born 2008) - LTPD Festival Rules
  - Under 10 Boys or Girls (born 2007) - LTPD Festival Rules
  - Under 11 Boys or Girls (born 2006) - LTPD Festival Rules
  - Under 12 Boys or Girls (born 2005) - LTPD Festival Rules
  - Under 13 Boys or Girls (born 2004) - Recreational and Competitive
  - Under 14 Boys or Girls (born 2003) - Recreational and Competitive
  - Under 15 Boys or Girls (born 2002) - Recreational and Competitive
  - Under 16 Boys or Girls (born 2001) - Recreational and Competitive
  - Under 17 Boys or Girls (born 2000) - Recreational and Competitive
  - Under 18 Boys or Girls (born 1999) - Recreational and Competitive
- b. All divisions are open to recreational all star, select, club and competitive teams.
- c. Recreational all star, select and club teams may play against each other.



#### **4. OSA Coach and Player Books**

- a. All coaches and players must carry OSA player books.
- b. Books and roster will be presented to the tournament registrar 1 hour prior to the team's first game.
- c. Books must be available for the duration of the tournament.
- d. Player books may be requested by tournament committee prior to the start of any game.
- e. Presentation of player books will be checked prior to start of the semi final & final games.

#### **5. Player Uniform and Equipment**

- a. Players must wear numbers on the back of their shirts.
- b. Each player on a team shall have a different number and this number shall coincide with the player name and number as shown on the game sheet.
- c. If team colors clash, the referee will require the home team to change colors.
- d. The home team is the first team listed on the schedule.
- e. Any team that does not observe the color change or shirt requirements of this rule may forfeit the game at the discretion of the Tournament Committee.
- f. Shin guards are mandatory.
- g. The home team is responsible for the game ball.
  - U8 to U12 will use a size 4 game ball.
  - U13 to U18 age groups will use a size 5 ball.
- h. Game balls must be approved by the referee at the start of the game, and may only be changed at the referee's discretion.

#### **6. Substitutions**

- a. There is no limit to the number of player substitutions during a game, but substitutions can only be made during the following stoppages in play, and only with the referee's permission:
  - After a goal is scored by either team
  - At any goal kick
  - At the beginning of the first and second half, prior to kick off
  - In replacement of an injured player (for the injured player only)
  - At your own throw in (but will be allowed to piggy back)
- b. The reciprocation rule is in effect. If a team elects to sub on their own throw in, the other team may then make changes as well.
- c. No substitution will be allowed for a player ordered from the field by the referee because of misconduct.

#### **7. Retreat Line (U8-U12 only)**

- a. OSA rules in effect.
  - The retreat line will come into play when the ball has gone out for a goal kick or when the goalkeeper has the ball in his/her arms. The retreat line shall be marked at 1/3rd of the field.
  - The ball is in play once it leaves the penalty area. All opponents must be behind the retreat line and cannot cross the retreat line until the ball:
    - i. Is touched by a player of the team releasing the ball
- b. Leaves the field of play
- c. Goes over the retreat line. (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line)



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### 8. Game Sheets and Referee Reports

- a. Game sheets will be completed and presented to the referee prior to kick off of each game.
- b. Game sheets will be completed and signed by referees and all reports submitted to tournament headquarters by the referee as soon as possible after the completion of the game.
- c. Team officials are responsible for the behavior of their respective spectators as it relates to team conduct.

### 9. Discipline

- a. A team player accumulating 2 **CAUTIONS (YELLOW)** during the tournament or a player who is **RED CARDED, AUTOMATICALLY SITS OUT THE NEXT GAME**, unless appealed to the tournament discipline committee. Further suspensions may be levied in the case of ejection, subject to the nature of the ejection, at the tournament discipline committee's discretion.
- b. A team official ordered from the field for misconduct is **AUTOMATICALLY SUSPENDED FOR THE DURATION OF THE TOURNAMENT**, unless appealed to the tournament discipline committee.
- c. Appeal and Protest Procedure: The player and team official must appear in front of the tournament (discipline) committee located at tournament headquarters, **within one hour following the game in which the automatic suspension or incident being protested occurred, with the following:**
  - A letter of appeal or protest from either the player or team official involved explaining why an appeal or protest should be considered, and
  - A \$50.00 cash fee.
- d. If the appeal or protest is successful, payment is refunded.
- e. All discipline reports will be forwarded to the District Association from which the accused is registered.
- f. In the case of referee assault, the accused is immediately suspended for the remainder of the tournament and all soccer, until the case is disposed of by the District Association from which the accused is registered.
- g. Absolutely no abuse (physical, verbal, mental or otherwise) towards the referees will be tolerated.
- h. No protests will be considered regarding referee decisions or interpretations of rules of the game.
- i. All decisions of the protest or discipline committee will be final and binding. There will be no further appeal.

### 10. Duration of Games

- a. The following competitions shall not exceed the permitted time limit per day:
  - Under-13 and Under-14 not to exceed 150 minutes per day
  - Under-15 and older not to exceed 180 minutes per day
- b. There must be a minimum of one hour between each game played by any team.
- c. All U8-U12 festival games will consist of 2 x 20 min halves.
- d. All full size field games 11 vs. 11 will consist of 2 x 25 min halves. **Finals will be 2 x 25 min halves. Playoff and final games will not be lengthened because of the possibility of shootouts**
- e. There will be a five minute half time in all games.
- f. The tournament committee reserves the right to shorten the duration of games.



## **11. Extraordinary Weather**

- a. In the event of severe weather (i.e. continuous heavy rain, lightning, excessive heat) or poor field conditions, the tournament committee have the authority to change the duration of games or any other function of the tournament, including such things as the following:
  - Relocate and/or reschedule any game,
  - Cancel any game in the preliminary round that has no bearing in deciding group winners or playoff qualifiers,
  - To consider a game complete if 10 minutes of the second half has elapsed when the game was terminated by the referee.
- b. Unless otherwise advised by the tournament committee, teams must appear at the scheduled location on time.
- c. At the stoppage of a game, teams must remain in a safe location near the field of play (i.e. parking lot) until advised by the referee that they may leave.

## **12. Kick-ins**

### **U9 & U10 Divisions shall use Kick-ins**

- a. When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be kicked-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- b. The player taking the kick-in shall: face the field of play and kick the ball from on, or behind, the touch line.
- c. The ball will be in play immediately after it enters the field of play.
- d. If the player taking the "kick-in" plays, or touches, the ball a second time before it has been played or touched by another player, another kick-in shall be awarded to the opposing team.
- e. At the taking of a kick-in, all opponents must be at least 2 yards (1.8 meters) from the ball.
- f. A goal may not be scored directly from a kick-in.

### **U11 – U18 Divisions shall use throw-ins as per OSA rules**

## **13. Tie Breaking and Overtime**

### **U9 - U12—Not Applicable**

### **U3 - U18**

- a. Ties stand in round robin games.
- b. In playoff or final games, if the score is tied at the end of the second half, the winner of the game will be determined by penalty kicks.

### **U13-U18 division shall follow the rules below:**

- a. All players, with the exception of the defending goalkeeper and the player taking the kick, shall stand at half.
- b. Only players on at the conclusion of the game will be permitted to participate in penalty kicks.
- c. The coach must clearly identify, to the referee, 5 different players to take penalty kicks. Once identified, the coach may not change the kickers or their order.



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- d. After 5 kickers per team, should the game not be decided, each team will send one shooter in "sudden-death" until a winner has been decided. No team may re-use a player in the same penalty shootout until the rest of his/her team has also taken a penalty kick.
- e. The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.

### **14. Scheduling and Format**

- a. Scheduling is the responsibility of the tournament committee. Format of each division may vary to accommodate the size of the group so as to maximize and promote participation.
- b. Referees and assistant referees (where appropriate) will be assigned to games by the tournament committee.
- c. Teams within a 45 minute drive to Ancaster High School may be required to Play Friday games.

### **15. Determination of Group Winners (U13-U18)**

- a. Each team will be awarded:
  - 3 points for a win
  - 1 point for a tie
  - 0 points for a loss
- b. In the event of teams being tied for standings, the following will be used to determine standings:
- c. Winner of the game between the two tied teams (***2 way tie only***)
- d. Goals for minus goals against
- e. Least goals against
- f. FIFA Kicks if both teams are present or a coin flip if the tied teams are not both present
  - It is possible for two teams to be tied in the standings but be on different fields. A shootout will not be possible.

**VERY IMPORTANT** The maximum goal differential that shall be recorded for any one game is +5. This prevents teams from running up scores.

### **16. Failure to Show and Abandoned Games**

- a. A team will be allowed 5 minutes grace from the scheduled kick off time, before it is considered to have failed to show the referee will make the call.
- b. A grace period is only allowed if fewer than 7 players are present.
- c. If a team fails to show, the offending team will forfeit the game.
- d. The tournament discipline committee will make a decision if both teams fail to show.
- e. The tournament discipline committee will review the circumstances of any team that abandons a game before it is completed and decides whether or not a team shall forfeit the game.
- f. Teams winning by forfeit will be afforded a score equivalent to their goal differential for the tournament round robin to a maximum of +5 per game, and a minimum total of +2.
- g. Teams that forfeit a game may be subject to dismissal from the tournament and all entry fees forfeited without



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appeal, at the discretion of the tournament committee. Furthermore, such action will be reported to the governing body of the team involved and the OSA.

### **17. Arrival Time for Games and Warm Up of Teams**

- a. Teams are expected to arrive 20 minutes prior to scheduled kick off times.
- b. Teams are asked to warm up in a location that will not interfere with games currently in play.
- c. Both teams will bench on the same side.
- d. Parents must locate themselves on the opposite side of the field from team benches.

### **18. General**

- a. The Tournament Committee and Ancaster Soccer Club 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 this event.
- b. Team Officials are reminded of the OSA's Coaches Code of Conduct. This tournament is provided to foster team spirit and fair play for all participants (including opponents, referees and volunteer committee members). Please conduct yourself accordingly.
- c. The tournament rules are intended to support sportsmanship and fair play but all rules have their limitations.
- d. 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.**
- e. Play within the spirit of the game particularly with the no offside rule in the Mini divisions.
- f. To keep within the spirit of the game, fair play and coaching ethics, the referee has the discretion to warn the coach or player(s) to stop the tactic of having a player stand deep in the offensive zone waiting for a pass.
- g. Ancaster Heritage Days Tournament committee would respectfully remind coach's, parents and spectators that there is a zero tolerance policy in effect that will be enforced.**

### **19. Contact Address**

Inquiries and applications may be addressed to:

Ancaster Heritage Days Tournament  
314 Wilson Street East  
Ancaster, ON, L9G 2B9  
e-mail: [chuyer@ancastersoccer.com](mailto:chuyer@ancastersoccer.com)  
phone: 905-304-1491