

MISSISSAUGA INTERNATIONAL TOURNAMENT RULES MAY 16 / 17 / 18 - 2009

1. LAWS OF THE GAME

All games shall be played in accordance with F.I.F.A. rules

2. Eligibility

(A) All teams must be currently registered with their District, Provincial, State or National Association.

(B) All teams from outside Peel Halton must provide at time of REGISTRATION the appropriate "permission to travel" form authorized by their governing association

(C) All teams from outside Ontario must have proof of insurance and Health card coverage.

All Youth and Senior-Soccer teams may register eighteen (18) players

A team roster must be submitted and only those listed may play.

(E) All players must have a current player registration book and be registered with their team through their District, Provincial, State or National Association. Age eligibility is based on January 1 date as published by the Ontario Soccer Association (O.S.A.) in which their team is entered in the tournament.

(F) Registration books may be inspected at any time during the tournament - by the tournament committee.

(G) Teams and players unable to provide acceptable registration documents will not be allowed to play in any tournament games.

(H) Up to three (3) guest players are allowed on each team. Guest players must be registered with the same district as the team they are playing for. No player may play for more than one (1) team in the tournament. Guest players from another club must have a trial permit form (T-R-P) from their District.

3. Duration of Games

(A) Length of games will be as indicated on each schedule. No overtime will be played in the preliminary round
Half time in all games will be five (5) minutes.

(B) Length of Quarter-final, Semi-final, and Final will be as indicated on each schedule.

If the game is tied after regulation time, rule 4B will apply.

(C) Games will be scored: Three (3) points for a win, one (1) point for a tie.

(D) In the event of inclement weather, poor field conditions, or unforeseen circumstances, the tournament committee shall have the authority to change the above format as follows:

(1) Relocate and/or reschedule any game.

(2) To reduce the scheduled duration of any game

(3) Cancel any game in the preliminary rounds which have no bearing in deciding group winners.

4. TIE-BREAKING AND OVERTIME RULES

(A) In the event of teams being tied in preliminary round standings, the following procedure will be used to declare group winners.

(1) Winner of game between tied teams.

(2) Best Goals average, (goals scored minus by goals against).

(3) Most goals scored.

(4) Least goals against.

(6) Most wins during preliminary round.

(7) Best of five (5) penalty kicks by five (5) players on each team.

(8) Alternate penalty kicks by balance of team, until a decision has been reached.

(B) In the event of tied games in Quarter-finals, Semi-finals, or Final rounds, the following procedure will be used to determine game winners.

(1) Two (2) ten (10) minutes halves will be played.

(2) If still tied - Five (5) penalty kicks by five (5) players from each team.

(3) If still tied - Alternate penalty kicks, by balance of team until a decision has been reached.

NOTE:

ONLY PLAYERS ON THE FIELD OF PLAY AT THE END OF THE OVERTIME PERIOD
WILL BE ELIGIBLE TO TAKE PENALTY KICKS.

5. WILD CARD TEAMS

(A) Wild card teams will be the teams with the most points, exclusive of group winners in preliminary round standings.

(B) If teams are tied in points, the same procedure used to determine group winners (4.A) will be used to determine wild card teams.

6. **FAILURE TO SHOW AND FORFEITED GAMES**

- (A) A team shall be allowed a ten (10) minute grace period from the scheduled kick-off time if there is less than seven (7) players, before the game is awarded to their opponent.
- (B) If a team forfeits a game, their opponents will be awarded a win and given (3) points.
- (C) Number of goals awarded would be determined at the conclusion of preliminary round standings by dividing goals scored by number of games played to the nearest whole number.
- (D) If a team forfeits a game, a fine of One Hundred Dollars (\$100.00) will be assessed. If the fine is not paid within (10)days, the appropriate District Association and the Ontario Soccer Association will be notified.
- (E) A team who has been accepted to play in the tournament and withdraws before or during the tournament shall forfeit their entry fee and reported to the appropriate Associations.

7. **PLAYERS UNIFORMS AND EQUIPMENT**

- (A) Players must wear numbers on the back of their shirts. Each player shall have a different number and this number must coincide with the player's name and number as shown on the game sheet and team roster. In the event that team colours clash, the home team will change uniform. (Home team is the first listed team on the schedule). The home team is required to provide suitable game balls. All equipment is subject to the referee's approval.

8. **SCHEDULING AND REFEREEING**

- (A) Scheduling and refereeing will be the responsibility of the tournament committee.

9. **SUBSTITUTION**

- (A) No limit to the number of substitution to be made during games, but substitutions can only be made:
 - (1) After a goal has been scored.
 - (2) At any goal kick.
 - (3) On your own teams throw in, **based on referees discretion.**
 - (4) At the beginning of the second half or the first and second half of overtime.
 - (5) At the referee's discretion in the event of injury.
 - (6) No substitutions will be allowed for a player ordered from the field by the referee.

10. **Tournament Discipline rules**

- (A) Any person sent off will miss the next game.
- (B) A player who receives two yellow or one red card in one game will be suspended from the next game.
- (C) A player who receives 4 yellow cards or 2 red cards during the tournament will be suspended from the tournament
- (D) Standard OSA penalties for Player Misconduct will apply.
- (E) Tournament Discipline is done by DBR unless a Hearing is Requested.
- (F) Players suspensions will be in accordance with standard OSA Penalties
- (G) Unserved games will be transferred to league play by PHSA.
- (H) Any Player wishing to request a hearing (DBH) for the unserved games must submit a request within 48 hours from the end of the tournament to PHSA

Note Any player or team official ordered from the field by the referee shall be suspended for the next game. The Tournament Committee may require the player or game official to appear before a Discipline Committee. Failure to attend a requested hearing will result in the immediate suspension from the Tournament.

11. **PROTESTS**

- (A) All protest must be in writing and be in the hands of the field Convenor or delivered to the Tournament Headquarters as designated by the tournament Committee, together with a fee of Fifty Dollars (\$50.00) within one hour of the completion of the game to which the protest relates. The referee is the sole time-keeper of each game. **No protest on a referee's decision will be entertained.**

12. **GENERAL**

- (A) All game sheets MUST be handed to the field Convenor 15 minutes prior to each game. Game sheets must be signed by one team officials from each team.
- (B) All Yellow cards Red cards and Ejections will be reported to their club and to their District Association.
- (C) The Tournament Committee, Host Club interpretation of the foregoing rules and regulations shall be final.
- (D) The Tournament Committee, Host Club and / or The Peel Halton Soccer Association will not be responsible for any expenses incurred by any team if the Tournament is cancelled in whole or in part.
- (E) The Tournament Committee, Host Club reserves the right to decide on all matters pertaining to the tournament.
- (F) Harassment and intimidation of the referee and / or Tournament Official will not be tolerated. Failure to comply with this could result in the team being suspended from tournament play.
- (G) The tournament Committee, Host Club, The Peel Halton Soccer Association and/or any Tournament Sponsors will not be liable for any injuries sustained by any participant in the Tournament, on or off the field.