



## Team Rosters

Must be in the Got Soccer system by June 22rd.

U11 and U12 may have 16 players on the roster.

U13 to U16 may have 20 players but only 18 may play in any one game.

U17 and U18 may have 20 players and all 20 can play in the game (as per BC Soccer rules)

## Mandatory Team Check-in

Held Friday Night June 29<sup>th</sup> at Rutland Sports fields 6:00 – 8:00.

Teams from BC must present a signed official roster, or Photo ID cards.

Teams from outside BC must provide official travel papers If you pick up BC players you must have ID cards for those players

If you cannot make the Friday check in you must check in at the main tent at your first scheduled game venue one hour before game your first game time.

## Tournament Format

A round robin format will be used throughout the tournament. Each team is scheduled 4 games. There will be two games for each team on June 30<sup>th</sup> & July 1<sup>st</sup>. Each age group will be divided into the following groups based on rankings. This may mean your team is moved up or down in ages.

### 4 Teams per group:

The two teams having the most points will advance to a final match to determine winner and runner-up. The bottom two teams will play a final match to determine 3rd and 4th positions.

### 5 and 7 Teams per group:

The team having the most points at the end of the round robin will be declared winner. The team having next highest point total will be declared runner-up etc. There are no play downs in this group



### **6 Teams per group:**

This group is split into 2 Brackets of 3. Each bracket will play the other teams in their bracket once as well they will play one team from the other Bracket. When those games are done the top two teams in each Bracket will play for 1st and 2nd. The teams ranked second will play for 3rd and 4th and the third ranked teams will play for 5th and 6th.

## **Awards**

### **Game MVP:**

We will supply each team with MVP pennants for each game you play. At the end of each match, your team will select a Most Valuable Player from the opposing team and present him or her with the Game MVP award.

### **Tournament MVP:**

We will supply a Tournament MVP award to each team. This is for you to present the deserving player from your team with the award as you see fit.

### **Tournament Medals:**

#### **Under 11 and Under 12:**

In accordance with Canada Soccer guidelines we can no longer post scores for these age groups. To that end all teams will receive Participation Medals for all players. Please go to the Field Marshal Tent that you checked in at before the final game.

#### **Under 13 and above Tournament Champions:**

Medals will be awarded for 1st, 2nd, and 3rd place in each division and will be presented immediately following the final game for each qualifying team. Coaches please report to the Field Marshall Tent where you check in before the game to be presented with your medals. We cannot do a full team presentation because of time constraints for us and the teams who wish to travel home.



## Tournament Rules

Failure to comply with the Tournament Rules as outlined in this document could result in immediate expulsion from the tournament without refund or appeal.

### Teams:

U11 and U12 may have 16 players on the roster.

U13 to U16 may have 20 players but only 18 may play in any one game.

U17 and U18 may have 20 players and all 20 can play in the game (as per BC Soccer rules)

No player may compete for more than one team during the tournament.

Home team on the schedule must change colors in cases where team colors are insufficiently distinct.

All Players must be registered within a Recognized Soccer Organization.

In Province teams must have an official signed team roster. Out of province teams will required the applicable travel papers. These are to be turned in at team check in before you can play your first game.

All players must be registered as above in order to qualify for insurance coverage.

**All Rosters Must be entered on-line before June 22** those rosters are used for game cards any player not on the on-line roster will not play even if they are on the signed roster or travel papers.

***No changes to the roster allowed after Friday Night Check in.***

This means if you check in Saturday your online roster is set no additions allowed.

Guest Players must follow your districts policy on picking up players.

Please make sure to adjust your team level if the new players change that.

In rare cases overage players are allowed on a team but it is on a team by team basis.



## **During and Before Games:**

### **Check in**

Please check in at the Field Marshal Tent near your field a minimum of 20 minutes before your game time with your team for check in. You will be checked into your game by the field marshal or the officials if they are there. (depends on the previous games)

### **Substitutions**

Unlimited substitutions will be allowed.

No substitutions may take place without permission from the referee.

All substitutions should take place from the half line.

The player being substituted in must not enter the field of play until the player leaving the game is off the field.

Substitutions may take place prior to any restart of the game including throw-ins, corner kicks, goal kicks, kick-offs, start of the second half, or to replace an injured player.

No team official or representative is to enter the field of play unless requested by the referee.

## **Games Rules**

### **Players Per Side**

U11-U12 play 8v8 and will use the retreat line and 1/3 offside rule as per BC soccer.

U13-U18 play 11v11 (11 players per side)

### **Game Ball**

Tournament organizers will supply each team with a game ball for use throughout the Tournament.

Balls are to be retained by the team after the tournament is over.

Only the provided balls are to be used during games.

### **Game Duration**

All Games must take place in the 80 minute time slot so be ready to start on time.

All Games have 2 halves of 30 minutes each with a 5 minute break at half time.



At the Referees discretion he can call a 2 minute water break half way thru each half.

Games are considered “complete” after the completion of one half of play regardless of reason for termination of the game. Should the game be stopped before completion of the half, the game will be considered a 0 – 0 tie.

**INCLEMENT WEATHER:** The City of Kelowna may dictate to the Tournament Committee that tournament game(s) may be shortened, suspended, or cancelled based upon inclement weather. Suspended or cancelled games may be decided by kicks from the penalty mark or coin flip if fields are not available.

**CANCELLATION:** If the tournament is cancelled in whole or part prior to or during the tournament period for whatever reason, the tournament reserves the right to keep all tournament registration fees

### **Overtime**

There will be no overtime play in Round Robin games. All games tied at the end of regulation will remain a tie with both teams receiving 1 point. Final Playoff games will go to penalty kicks (see below)

### **Point Scoring**

- Three (3) points for each Win
- One (1) points for each Tie
- Zero (0) points for each Loss
- **MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED.**
- A 0-0 tie is scored as 1 points for each team

### **Defaulting Games**

If a team defaults a game for any reason, the game result will be recorded as a 3-0 win for the opposing team.

### **Determining Finalists**

In the event of tie, head-to-head is determinative, if applicable. Head-to-head shall only be utilized in the event of a two-way tie, and will no longer be utilized in the event of a tie among three or more teams. In the further event of a tie, goal differential will be determinative, with up to plus-3 or minus-3 units awarded per game. In the further event of a tie, accumulated goals scored, with a limit of 3 per game, shall determine placement. In the further event of a tie, accumulated goals against shall determine placement. The team with the fewest goals allowed shall prevail.



**These are all determined by the system and it is always correct.**

Finally, teams will conduct a Penalty Kick Shootout. Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.

- a. Each team will designate eleven players to take shots including one goalkeeper. Coin toss winner opts to kick first or last.
- b. 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
- c. If still tied, single alternating penalty kicks, in an AB pattern, until a decisive result is achieved.
- d. Shootouts may be assigned to a designated area or field.

In the event of a tie where both teams will still advance, and only seeding or bracket placement is at stake, the Tournament Committee retains the option of resolving placement by coin toss. If a team fails to appear for a playoff game, the Tournament Committee has the option of replacing the team.

Some brackets may be decided on round-robin group play, without playoffs. In such instance, accumulated game points and tiebreakers will determine the first two places. (As detailed above)

### **Deciding Final Games (Playoff)**

All game finals that are tied at the end of regulation time will be decided by penalty kicks according to FIFA Laws of the Game.

## **Officiating**

**REFEREE DECISIONS:** The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

**PLAYERS' EQUIPMENT:** It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace





**COACHING:** All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains on their side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

**SPECTATORS:** All non-credentialed individuals (family, relatives, etc.) will sit on the field side opposite from the teams.

**CAUTIONS AND EJECTIONS:** A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game(s) of the tournament. A player or coach who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games of the tournament. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament, a Coach can be carded. During game suspension(s) for coaches, there can be **NO** contact between the team and the coach during the game and the coach must be out of site and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in immediate ejection from the tournament.

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of game officials a game must be suspended (for reason), the game may be resumed. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the teams the home league and State/ Provincial and/or National Association will be contacted.

**INJURY:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee.

**PROTESTS:** NO PROTESTS WILL BE ALLOWED.



**DISPUTES:** Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes will be settled by the Tournament Director or his designee and the decision will be final.

### **Field Marshals**

We are trying to have field marshals at every two fields but it will depend on how many volunteers we get. Look for the Red T-Shirts near the tents. They are there to make the tournament enjoyable for all involved and to answer any questions. Please make sure your team follows their instructions as well. The tents will also have water and Ice available.

Please check in at the Tent near your field a minimum of 20 minutes before your game time with your team for check-in.

**Please remember:**

**These are kids.**

**This is a game.**

**The coaches are volunteers.**

**The referees are human.**

**This is not the World Cup.**