



**North York Soccer Association
11v11 Youth Tournament
At the Hangar Sport & Events Centre
Rules and Regulations**



Laws of the Game

All games shall be played in accordance with the Laws of the Game as observed by the Ontario Soccer Association and the Canadian Soccer Association using indoor soccer rules.

COVID-19 Tournament Rules

- a) All players, team officials and referees must show proof of being fully vaccinated (2 doses plus 14 days) upon entry.
- b) No spectators are permitted, other than up to one (1) accompanying parent/guardian for each athlete under the age of 18.
- c) Face coverings must be worn at all times while in indoor spaces, except for when engaging in physical activity on a field of play.
- d) Everyone must complete the Hangar check-in questionnaire upon entry for contact tracing purposes.

Team Eligibility

- e) All teams participating must be currently registered with the Ontario Soccer Association.
- f) All teams outside of the NYSA district must obtain an ATF (Application to Travel) from its District Association prior to tournament start date. Failure to present a Travel Permit will result in forfeiture of all scheduled games without refund.
- g) No refunds will be issued for any team withdrawing from the tournament.
- h) All teams **MUST** be registered with an affiliated club, players **MUST** be registered with their district Association as an indoor player for the current indoor season and will be required to show their indoor 2021-2022 duly stamped OSA player registration books on tournament day.

Team Registration

- a) A team official must check-in prior to the team's first game and submit their playing out application and team roster (if they have not handed/sent it in prior to the tournament). Only those players listed on the team roster are eligible to play in

the tournament. Teams failing to register as required may, at the discretion of the tournament committee, be dismissed from the tournament, forfeiting their entry fee.

- b) U13 – U18 may roster a max of 18 players.
- c) Teams may use a maximum of three players that are registered with their club from an equal or younger age division as call-ups. These players must be registered and have their OSA Player Registration Books present and stamped for the current indoor season.

Age

Players must be born on or after January 1 of the following years:

2008 or later	Under – 13
2007 or later	Under – 14
2006 or later	Under – 15
2005 or later	Under – 16
2004 or later	Under – 17
2003 or later	Under – 18

General Rules

- a) The player's bench shall be deemed to be an area designated as such by the League. Only the players and team officials entered on the game sheet with OSA numbers are allowed on the bench. (Only registrants of that particular team). Only players who are dressed to play in full uniform are eligible to be on the team bench.
- b) If the ball is to touch the ceiling or netting above the field, the opposing team will have an indirect free kick from the position in which the ball touched.
- c) Under 13 – Under 18 incl. play 11-a-side (10 players and a goalkeeper)
- d) The goalkeeper must wear a contrasting jersey, which also must be different from the opposing team and be numbered.
- e) **Game Duration:** Each game shall consist of one 40-minute running time period. In the event of a delay in the start of a game, the tournament may alter the game duration as required.

Game Sheets

- a) Game-Sheets must be completed and signed by a team official and presented to the referee/convener prior to the game.

Player Uniforms and Equipment

- a) The equipment of all players must conform to the Laws of the Game as set out by FIFA.
- b) All players must wear a number on the back of their shirt. This number must coincide with the player's name and number as shown on the game sheet. Each player on a team shall have a different number.
- c) The first team named on the schedule shall be the home team. When uniform colours are similar, the home team must change to a distinct colour shirt. If necessary, the Field Convener may provide contrasting pinnies to one or both teams.

Game Equipment

- a) The home team may be asked to provide the game ball.
- b) No headgear, watches, jewelry, or glasses will be permitted for safety seasons.
- c) All players regardless of age, must wear shin guards.
- d) Cleats are permitted for 11v11 games in the dome.
- e) All other uniform items will be within the referees' discretion.

Substitutions

- a) Unlimited substitutions shall be permitted. Substitutions may be made during the following times:
 - o Goal Kick
 - o Scoring of a Goal
 - o Injury of a player
 - o Halftime

- Own throw in (the other team may also substitute at this time at the discretion of the referee)
- b) Substitutes may only enter the game by notification to the referee. Substitution of goalkeepers must be reported directly to the referee.

Determining Group Winners

- a) A winning team receives 3 points for a win, 1 point for a tie and 0 points for a loss.
- b) At the end of the preliminary round, the group winner shall be the team with the most points. If teams are tied in points the following criteria shall be used to determine the winner:
 - i) most wins
 - ii) winner of the game between the two teams tied (applied to two team ties only)
 - iii) winner of games between all tied teams (applies for multi team ties, only applicable if one team has won all games against tied teams)
 - iv) goal differential in all matches
 - v) fewest goals against in all matches
 - vi) coin flip

Overtime Rules

- a) If knockout games are tied at the end of regulation time the game will go directly to penalty kicks.
- b) Each team will take five penalty kicks (with any five different players), and the team with the most goals will be declared the winner. If teams are still tied, then each team will take one penalty kick into “sudden death” until a winner can be declared. Shin guards and footwear for all players must remain intact during the taking of penalty kicks.
- c) All players must shoot once before a player may shoot a second time.

Discipline

- a) If a player receives a red card or dismissal in a game, he/she will be disciplined in accordance with OSA Policies and Procedures 9.0.

- b) Any player ordered from the field of play by the referee for misconduct shall receive an automatic one game suspension and shall sit out his/her next scheduled game. The tournament committee shall decide if further disciplinary action is required.
- c) In cases of violent conduct or misconduct against a game official, the offending player may be dismissed from the tournament. The Tournament committee has the right to assign any added disciplinary decisions as they deem necessary.
- d) Anyone disputing his/her ejection from a game may request a hearing. Such request must be made in writing accompanied by a \$100.00 hearing fee in cash. The person requesting a hearing must notify the field convener of his/her intentions within 10 minutes of the conclusion of the said game. If the appeal is upheld, the \$100 fee will be returned.

Protests

- a) Any protest arising from a game in the competition shall be submitted in writing to the tournament director, within 10 minutes of the completion of the game in question. A protest fee of one hundred dollars (\$100, nonrefundable) must accompany the protest. A game can only be protested by teams directly involved in the protested game. Protest of a decision by a Referee will not be entertained

Defaults

- a) Teams will be allowed a 5-minute grace period after the scheduled kick-off time before they are considered to have failed to show. A minimum of 7 players constitutes a team and the game shall be started if a team has at least that number of players.
- b) The period of grace shall only be allowed if a team has less than the minimum number of players required present at the field. In the event of a failure to show, the offending team shall forfeit the game. If both teams fail to show, a ruling will be made by the Tournament committee.
- c) Defaults will be recorded as a 3-0 game score.
- d) At the discretion of the tournament committee, teams that fail to show or otherwise forfeit a game may be subject to dismissal from the tournament and forfeit all entry

fees without appeal. Furthermore, such action may be reported to the governing body of the team involved.

The Tournament committee's interpretation of the rules is final. For any issues not covered in the above, a decision will be made by the Tournament Director.