

## **RULES & PROCEDURES**

### **Saskatoon United Soccer Club (SUSC) 2022 Indoor Soccer Tournament**

**Feb 18 – 21, 2022, Saskatoon, SK**

Tournament Venue: Saskatoon Sports Center 150 Nelson Rd Saskatoon, SK S7S 1P5

Tournament Entrance: Entrance will be unlocked ½ hour prior to the first game each morning. Please use North entrance and park in the NW parking lot or across the street at Forest Park.

#### **COVID-19 Considerations**

Players, personnel, and spectators are subject to the current COVID-19 regulations in place at the time of the tournament under the direction of the Saskatchewan Health Authority, Saskatchewan Soccer Association, Saskatoon Youth Soccer Inc., and the Saskatoon Sports Center.

#### **AGE CATEGORIES AND DIVISIONS**

- Under 7 – Born in 2015 or 2016
- Under 9 - Born in 2013 or 2014
- Under 11 - Born in 2011 or 2012
- Under 13 - Born in 2009 or 2010
- Under 15 – Born in 2007 or 2008
- Under 17 - Born in 2005 or 2006
- Under 19 – Born in 2003 or 2004

#### **FORMAT**

- U7 & U9 will play 5 v 5 (including a keeper) on 1/8 field with a size 3 ball.
- U11 All Divisions will play 6 v 6 (including a keeper) on ¼ field with a size 4 ball.
- U13 All Divisions will play 6 v 6 on ¼ field with a size 5 ball.
- U15/17/19 Division 3 will play 6 v 6 on ¼ field with a size 5 ball.
- U15/17/19 Divisions 1 & 2 will play 9 v 9 on ½ field with a size 5 ball.

## **TEAM ROSTER**

Rosters must be entered when registering your team. Rosters cannot be changed after January 30th.

- U7 & U9 Teams can register and dress up to 14 players
- U11 & U13, as well as U15/17/19 Div. 3 Teams can register and dress up to 16 players.
- U15/17/19 Div. 1 & 2 Teams can register and dress up to 20 players

All participants must be registered and in good standing with their District, Provincial, State and/or National Soccer Association. Players can only be registered with one team. Roster changes or additions must be approved by the Tournament Organizing committee. No application for changes to rosters will be accepted within 7 days of the tournament start date.

Please ensure players have player I.D. cards or Photo ID which includes a photo and birthdate. They may be requested at HQ prior to your first game or at a game by a referee.

## **TEAM PERSONNEL**

Team Personnel – Only 3 team personnel will be allowed on a roster/bench. All Saskatchewan team personnel MUST have their RIS. All team personnel listed as coach or assistant coach must have their age-appropriate coach certification listed on the roster. Only those registered as team personnel will be allowed on the bench unless extenuating circumstances exist and at the discretion of the tournament committee. Photo ID should be brought onto the bench for games as it may be requested by a referee or a member of the tournament committee. If a member of team personnel does not have the corresponding certifications, they will not be allowed to sit on the bench. Respect in Sport (RIS) certification can be obtained through the following website:

<https://sasksrc.respectgroupinc.com/secure/>.

## **GUEST PLAYERS**

There are only 5 guest players allowed per team. All guest players must be identified on the roster form as an 'Affiliate Player'(AP) at the time of registration. Players are not permitted to 'play down' into a different age group or division. For example, a player registered on a U13 team cannot be a guest player on a U11 team and U13 division 1 players cannot be guest players on U13 division 2 teams. Any player participating as a guest player must submit a completed and signed Guest Player Form. All guest player applications must be submitted to the Tournament Committee by January 30th.

## **TOURNAMENT PROCEDURES**

## **A. General**

- a) Field Marshals will be on site to monitor spectators.
- b) Game sheets will be at Tournament Headquarters. They must be reviewed and signed by a team official at least 30 minutes prior to each game.
- c) At the end of each game the coach of each team shall select a player of the game from their own team. The Player of the Game must go to the Tournament HQ to claim their award.
- d) All updates, schedules, standings, and other important information can be found on the tournament webpage; [www.susctournament.ca](http://www.susctournament.ca)
- e) All players/coaches must stay off the Terry Fox Walking Track (the orange flooring) except to cross from dressing room to field. It is reserved for paying patrons and is not available for use by soccer teams.
- f) IT IS THE RESPONSIBILITY OF THE COACHING STAFF TO MAKE THEMSELVES FAMILIAR WITH THE RULES FOR THIS FACILITY AND THIS TOURNAMENT. PLEASE REFER TO THE WEBSITE. [www.saskatoonyouthsoccer.ca](http://www.saskatoonyouthsoccer.ca)
- g) U7, U9, U11, U13 Division 2 & 3 and U15 & U17 Division 3 may play on both turf and tile surfaces. – ensure players have appropriate footwear!

## **B. Game Play**

- a) Except as otherwise provided here, the FIFA 'Laws of the Game' shall apply to any and all competition.
- b) Except as otherwise provided here, the tournament rules shall be the Saskatoon Youth Soccer "Indoor Rules".
- c) SUSC will supply all game balls. Teams should bring their own balls for on field warmup. Warm up time will be limited and is at the discretion of the referee.
- d) Home teams must be prepared to change jerseys if there is a color conflict.
- e) U7 & U9 games will be two 20-minute halves. All other divisions will play two 25-minute halves.
- f) A team without the required minimum players: (3) for 5 v 5; (4) for 6v6; and (6) players 9v9, on the field at 10 minutes past the scheduled game time will default.
- g) Offside rules are in effect 9v9 games as per SYSI indoor rules.
- h) Substitutions ALL DIVISIONS: Unlimited from center on the fly
- i) The 6v6 divisions (sport court or ¼ turf) will play with lined boundaries. Balls out of bounds will be restarted by goal kick, corner kick or throw-in from the sideline. If the ball contacts the ceiling or a ceiling attached fixture, the game will be restarted directly below the point of contact by and indirect free kick by the team that was not the last to touch the ball.
- j) Retreat Line: U11 Div. 3 ONLY The defensive team's players must retreat to the ½ way line on all Goal Kicks

## **C. Pools**

Each team is guaranteed three (3) games.

- a) U7 – U11 – Festival Format: No standings or Final rounds will be played as per SSA and CSA development policies.
  - i. Age divisions with three (3) teams will play two (2) games against each team within its pool.

- ii. Age divisions with four (4) teams will play one (1) game against each team within its pool. Time permitting, a fourth game could be scheduled for each team.
  - iii. Age divisions with six (6) teams will be split into two (2) pools of three (3). Each team in Pool A will play each team in Pool B.
  - iv. Age divisions with seven (7) teams will be split into two (2) pools. Teams in Pool A cross over to play teams in Pool B.
  - v. Age divisions with eight (8) teams will be divided into two (2) pools. Each Pool will play one game against each team within its pool.
- b) U13 – U19 – League Format: Round robin play with 1<sup>st</sup> & 2<sup>nd</sup> medal placing.
- i. Age divisions with three (3) teams will play one (1) game against each team within its pool. The top team after round robin will advance to the Final. The remaining two (2) teams will play a semi-final game, with the winner advancing to the Final.
  - ii. Age divisions with four (4) teams will play one (1) game against each team within its pool. The top teams after round-robin will advance to the Final.
  - iii. Age divisions with six (6) teams will be split into two (2) pools of three (3). Each team in Pool A will play each team in Pool B. The top two (2) teams overall after round-robin will advance to the Final.
  - iv. Age divisions with seven (7) teams will be split into two (2) pools. Teams in Pool A cross over to play teams in Pool B. The two best teams will advance to the finals, regardless of the pool. \*\* The teams in Pool B will play four (4) games. The game against the last place team in Pool A will not count towards the standings.
  - v. Age divisions with eight (8) teams will be divided into two (2) pools. Each Pool will play one game against each team within its pool. The top team in Pool A and the top team in Pool B after round robin play will advance to the Final.

#### **D. Group Ranking U13 – U19**

Each team receives: 3 points for a win 1 point for a tie 0 points for a loss

In the event of a default, the game shall be awarded to the team defaulted against. If two or more teams have an equal number of points, the following rules, in the following order, shall be used to determine final standings.

- a) Previous match results - the winner of the match between two teams tied in points shall be awarded the higher position.
- b) Goal Difference - subtract total goals allowed from total goals scored. In calculating the goal difference, a maximum difference of five will be allowed for any one game.
- c) Least Goals Against - the team with the least goals against shall be awarded the higher position.
- d) Penalty Shots - If two or more teams are still tied under criteria (a) through (c), then the higher standing shall be decided by kicks taken from the penalty mark as per SYSI Indoor Rules. The Tournament Committee shall decide on a suitable time, date, and place for the taking of kicks from the penalty mark.

#### **E. Overtime Periods U13 – U19**

- a) In the event of a tie during group competition, no overtime will be played. Each team will be awarded 1 point for a tie.
- b) In the event of a tie during semi-final competition, no overtime shall be played. The game shall go directly to penalty kicks to determine a winner.
- c) There will be TWO five (5) minute overtime GOLDEN GOAL halves played in any final game. The first team to score will be awarded the win. If still tied, the game shall go to penalty kicks.

#### **F. Playoff Procedures U13 – U19**

- a) The top team or top two teams in each group (depending on the pool as indicated above) will advance to the championship side of playoff.
- b) It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters.

#### **G. Discipline**

- a) Discipline matters will be dealt with at the SUSC Tournament Headquarters. Any player involved in a discipline matter will be required to report to Tournament Headquarters within one hour of completion of the game. Failure to appear will result in suspension from the tournament.
- b) Discipline matters are as follows:
  - i. Ejection from a game (one red or two yellow cards) results in an automatic one game suspension and a hearing.
  - ii. A second yellow card during the tournament is subject to review and may be subject to a hearing.
  - iii. Three (3) yellow cards in the tournament will result in an automatic one (1) game suspension and a hearing.
  - iv. A report by a tournament official.
  - v. Spitting on turf or sports court is not allowed. Players disregarding this rule can/will be “dismissed” (verbally, without showing a red card) by the referee.
  - vi. “Dismissed” player will have to leave the field/premises just like an ejection (red card). The team will have the possibility of replacing the player “dismissed” without playing shorthanded.
  - vii. A misconduct report will be filled out by the referee, so the player in question must report to the Tournament Headquarters for a Disciplinary Hearing. (At the best effort of the tournament committee this will take place within one hour of completion of the game)

**FOUL AND ABUSIVE LANGUAGE WILL NOT BE TOLERATED!**

Reports of such behavior by players, parents or team officials will be dealt with severely. Carding offenses involving foul and abusive language will result in the offending player being ejected from the tournament.

#### **H. Players Equipment**

- a) Equipment shall consist of a numbered shirt, shorts, socks, shin pads and footwear designed for indoor use. No cleats of any kind are allowed on the tile surface. All players on the same team shall wear the same-coloured shirts and shall not have the identical numbers. Goalkeepers shall wear colours which are distinguishable from all

other players and referees.

- b) Players must not wear equipment or anything which endangers themselves or other players including any kind of jewelry.
- c) Any player wearing a hard cast will not be permitted to participate, even if it is wrapped. Soft casts are permitted at the referee's discretion.

### **I. The Referee**

- a) A referee shall be appointed to officiate in each game. The referee's authority shall commence as soon as the referee enters the playing facility and shall extend to offences committed when the game is in progress or when the game is over and the referee has left the facility. The referee's decision on points of fact connected with play shall be final. The powers and duties of the referee are as per the FIFA "Laws of the Game".
- b) Appropriate equipment and inappropriate jewellery will be at the discretion of the referee.
- c) If an assistant referee is appointed to the game their duties are to act as a timekeeper and assist the referee to control the game.

### **J. Protests**

- a) No protests will be heard on any judgment calls by the referee.
- b) Protests will be allowed on eligibility or other technical matters. All decisions by the referee are final.
- c) Protests or complaints will be dealt with provided they are in writing and submitted to the Tournament Committee within 15 minutes of the completion of the game in question. The protest must be accompanied by a \$125 fee. If the protest is upheld the \$125 will be refunded.

### **K. Saskatchewan Laws**

- a) All players eligible to play in the SUSC tournament are "minors" in the Province of Saskatchewan. Possession or use of alcohol by "minors" is illegal. Any report of use of alcoholic beverages or illegal drugs will result in expulsion from the tournament.
- b) Any person who defaces, destroys, steals from, or otherwise abuses the facilities of the Admiral Tournament or any Admiral Tournament property will be expelled from the tournament. This also applies to property and possessions of the Soccer Center