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# OSHAWA KICKS

## SOCCER CLUB

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PLAYER **TO** PATHWAY



# OSHAWAKICKS

The Oshawa Kicks Spring Classic Tournament supports the game of soccer through good sportsmanship, fair play and quality competition. The tournament rules and procedures are intended to support this objective. In addition, all players and team officials are expected to behave in a manner that brings credit to the game.

Disclaimer: The tournament committee, Oshawa Kicks Soccer Club, City of Oshawa, or the Durham Region Soccer Association will not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part. The Tournament Committee reserves the right to decide on all matters pertaining to the Event. In instances when the Frank Sobil Spring Classic Tournament Rules conflict with the Ontario Soccer Tournament Rules, the Ontario Soccer rules shall apply.

## 1. Laws of the Game

All games will be played in accordance with FIFA Laws of the Game as observed by Ontario Soccer, except as modified herein to support tournament specific requirements.

Throw-Ins: All age groups U13-U21 shall use throw-ins.

1. Offside: All age groups U13-U21 shall play the offside.
2. Substitutions: Unlimited substitutions are permitted during a game but may only be made at the following stoppages in play:
  - I. When a goal is scored
  - II. Goal Kick
  - III. Half-Time
  - IV. At the beginning of the first or second half of extra time
  - V. A team's own throw in (opposing team may piggyback)
  - VI. Injury (for injured player only)
  - VII. No substitution will be allowed for a player ejected from the game by the referee.

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## 2. Team and Player Eligibility

- a. Teams must be registered with their provincial, state, or national association.
- b. All teams from outside the Durham Region Soccer Association (DRSA) must show proof of permission to travel, duly authorized by their governing association.
- c. Teams from outside the province of Ontario must provide proof of medical and liability insurance.
- d. Teams failing to provide the necessary documentation can be expelled from the tournament and will forfeit their entry fee.
- e. All players must have a player identification card/book with photograph, duly authorized by the district, state, or national registrar.
- f. A player may register and play on only one team in the tournament.
- g. Teams are accepted into the tournament at the discretion of the tournament committee.
- h. A maximum of three (3) guest players are permitted per team. Guest players must be registered with their provincial, state, or national association. Any team using guest players from another club must have a Temporary Registration Permit (TRP) as per OSA Rules and Regulations (or equivalent as per their governing body). Players from within the same club are not considered guest players.

## 3. Age Group Eligibility

- a. This tournament is open to teams composed of players born in the defined calendar year (January – December) or younger.

Age Group	Year of Birth
U13	2012
U14	2011
U15	2010
U16	2009
U17	2008
U18	2007
U21	2006-2004

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## 4. Roster Size

- a. Teams U13-U21 (playing 11v11) may have a maximum roster size of 20. Teams requiring additional roster spots must submit a request in writing to the Tournament committee a minimum of 14 days prior to the tournament start date for approval. No roster additions are allowed once the 14-day pre-approval window has closed.
- b. Teams can dress a Maximum of 20 players per game (7 Players required to start any game).

### Registration Requirements

- a. Teams must register with the Tournament Committee on the prescribed date and time. Failure to register before the first game is scheduled to play may result in expulsion from the tournament.
- b. Player and Coach Identification must be presented at the Tournament Registration.
- c. Player identification cards and proof-of-age, where necessary, must be presented to the Field Convener before the first game, and may also be inspected at any time during the tournament by a tournament official. Identification must always be present with the team at the field.

## 5. Game Management and Referee Reports

- a. Game sheets will be prepared by tournament staff and provided to the field convener ahead of all scheduled games.
- b. The referee will turn in all game sheets and misconduct reports to the convener at the end of each game.
- c. Home Team: The first team listed on the schedule is the home team. The home team will supply the game ball if requested by the field convener.
- d. Where playing colours clash the home team will change to alternate distinct colours.
- e. Coaching: Teams will be on the side of the field designated by the tournament officials and must remain on their side of the center line. Coaching outside of this area will not be permitted. Only team officials listed on the game sheet (to a maximum of 4) are permitted in this area. Club Technical staff are allowed on the bench so long as they are listed on the game sheet as one of the four team officials. Team officials are not allowed on the field of play without the referee's permission. All spectators must be on the opposite side of the playing field from the teams.
- f. Team officials will be held responsible for the behavior of their respective spectators.

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- g. Teams should be at the field and ready at least 15 minutes prior to the scheduled kick-off.
- h. Forfeit: A team failing to field the required players within 5 minutes of the scheduled kick-off time will forfeit the game. Teams that forfeit games will be reported to their governing body and will not advance to the next round of the tournament.
- i. Any team leaving the field before a game is completed, without the referee's permission, is deemed to have forfeited the game.
- j. All forfeits will be counted as a 3-0 loss.
- k. Abandoned Game: The tournament Discipline Committee will review the circumstances of any team that causes a game to be abandoned and determine further action. Either or both teams may be expelled from the tournament.

## 6. Discipline and Protests

- a. All misconduct shall fall under the jurisdiction of Ontario Soccer. The tournament discipline committee shall adhere to the policies outlined in "Section 12 - Discipline" of Ontario Soccer's governing documents.
- b. A player accumulating a second caution (yellow) or a player who is ejected (red) in a game will be subject to discipline under the DBR/DBH (Discipline by Review/Discipline by Hearing) system.
- c. Any player who accumulates 3 individual cautions (yellow) over the entire event will be subject to a one (1) game suspension.
- d. Any team official ordered from the field by the referee will also be subject to discipline under the DBR/DBH system.
- e. Appeals: The accused must appear in front of the tournament Discipline Committee, within one (1) hour following the completion of the game in which the infraction occurred. Appeals must be in writing with a \$100 cash fee. The fee will be refunded if the appeal is upheld.
- f. All discipline reports are forwarded to the appropriate governing association.
- g. In the case of a referee assault the accused is immediately suspended from all soccer, until the district association from which the accused is registered adjudicates the case.
- h. Protests will not be allowed on the referee's interpretation of FIFA law.
- i. All Tournament Discipline Committee decisions are final and binding, as they pertain to the tournament.

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## 7. Referee Fees

DRSL

Division	Referee	A.R.	4th
DRSL U13 Boys	\$ <input type="text" value="50.00"/>	\$ <input type="text" value="35.00"/>	\$ <input type="text" value="35.00"/>
DRSL U13/U14G	\$ <input type="text" value="55.00"/>	\$ <input type="text" value="40.00"/>	\$ <input type="text" value="40.00"/>
DRSL U14/U15B	\$ <input type="text" value="55.00"/>	\$ <input type="text" value="40.00"/>	\$ <input type="text" value="40.00"/>
DRSL U15/U16G	\$ <input type="text" value="60.00"/>	\$ <input type="text" value="45.00"/>	\$ <input type="text" value="45.00"/>
DRSL U16/U17/U18B	\$ <input type="text" value="65.00"/>	\$ <input type="text" value="50.00"/>	\$ <input type="text" value="50.00"/>
DRSL U17/U18G	\$ <input type="text" value="65.00"/>	\$ <input type="text" value="50.00"/>	\$ <input type="text" value="50.00"/>
DSL Women	\$ <input type="text" value="60.00"/>	none	none
FDP U8 Boys T1	\$ <input type="text" value="30.00"/>	none	none
FDP U8 Boys T2	\$ <input type="text" value="30.00"/>	none	none
FDP U8 Girls	\$ <input type="text" value="0.00"/>	none	none
IMU14B Central/East Conference	\$ <input type="text" value="60.00"/>	\$ <input type="text" value="45.00"/>	\$ <input type="text" value="45.00"/>
IMU15B Central/East Conference	\$ <input type="text" value="60.00"/>	\$ <input type="text" value="45.00"/>	\$ <input type="text" value="45.00"/>
IMU17B Central/East Conference	\$ <input type="text" value="70.00"/>	\$ <input type="text" value="55.00"/>	\$ <input type="text" value="55.00"/>
LTT U10 Boys T1	\$ <input type="text" value="30.00"/>	none	none
LTT U10 Boys T2	\$ <input type="text" value="30.00"/>	none	none
LTT U10 Girls T1	\$ <input type="text" value="30.00"/>	none	none
LTT U10 Girls T2	\$ <input type="text" value="30.00"/>	none	none
LTT U11 Boys T1	\$ <input type="text" value="40.00"/>	none	none
LTT U11 Boys T2	\$ <input type="text" value="40.00"/>	none	none
LTT U11 Girls T1	\$ <input type="text" value="40.00"/>	none	none
LTT U11 Girls T2	\$ <input type="text" value="40.00"/>	none	none
LTT U12 Boys T1	\$ <input type="text" value="40.00"/>	none	none
LTT U12 Boys T2	\$ <input type="text" value="40.00"/>	none	none
LTT U12 Girls	\$ <input type="text" value="40.00"/>	none	none
LTT U9 Boys T1	\$ <input type="text" value="30.00"/>	none	none
LTT U9 Boys T2	\$ <input type="text" value="30.00"/>	none	none
LTT U9 Girls T1	\$ <input type="text" value="30.00"/>	none	none
LTT U9 Girls T2	\$ <input type="text" value="30.00"/>	none	none

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## 8. Extraordinary Weather

- a. Games may be shortened or relocated due to severe weather conditions. The tournament committee may choose to cancel games that have no bearing on the tournament outcome.
- b. A game will be considered complete if the first half of the game has been completed before the referee terminates the game.
- c. Unless otherwise advised by the Field Convenor or Tournament Committee, teams must appear at the scheduled location and time, regardless of weather conditions.
- d. Every effort will be made to complete games. Teams should not leave the general area of the game unless advised by the Field Convenor or Tournament Committee.

## 9. Game Duration and Overtime/Penalty Kicks

- a. All teams will be guaranteed a minimum of 3 games.
- b. Duration of Play: Length of halves will be determined pursuant to OSA policies regarding maximum allowable minutes played per day. The tournament committee reserves the right to shorten the duration of games.
- c. There must be a minimum of one hour between each game played by any team.

Tournament Round	Age Group	Game Duration
Preliminary/Group Round	U13-U21	2 x 25 Min Halves
Quarter Finals	U13-U21	2 x 25 Min Halves
Semi Finals	U13-U21	2 x 25 Min Halves
Finals	U13-U21	2 x 30 Min Halves

- c. Half-time: Half-time breaks will be 5 minutes in duration.
- d. Overtime & Penalty Kicks: Overtime (when required) will be 2 x 5-minute halves. The Golden Goal rule applies for all overtime played – first team to score in overtime wins. If teams are still tied after overtime the game will be decided by penalty kicks as per FIFA rules.
  - I. Group Play: There will be no overtime used during group play.
  - II. Quarter-Finals: All games ending in a tie will move straight to penalty kicks as per FIFA rules
  - III. Semi-Finals: U13 – U21 will go to overtime and then penalty kicks if required.

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- IV. Finals: U13 – U21 will go to overtime (2 x 5-minutes) and then penalty kicks if required.

## 10. Determination of Standings

- 1) Point System: Three (3) points awarded for a win, one (1) point awarded for a tie, and zero (0) points for a loss.
- 2) Division Standings: Division standings will be determined by the following criteria:
  - a) Most Points
  - b) Head-to-Head
  - c) Best Goal Difference (goals-for minus goals-against)
  - d) Least goals-against.
  - e) Most goals for.
  - f) Coin Toss (if both teams are present on the field penalty kicks will replace coin toss)
  - g) In the event of wildcard teams, winner will be based on best non-qualifying record in the Age division, determined by the number of points earned.
- 3) In the event of a three-way tie on points, the tie will be broken using the following criteria:
  - a) Determining first out of the three tied teams (If a first placed team is determined based on 3-a, refer to 3-b to determine the second placed team of the three tied teams. If 3-a fails to determine the first placed team, refer to 3-c to determine placement of all three tied teams):
    - i) Best Goal Difference (goals-for minus goals-against)
    - ii) Least goals against
    - iii) Most goals for
  - b) Determining the second placed team of the three tied teams will be done using the following criteria:
    - i) Head-to-Head
    - ii) Best goal difference (goals for minus goals against)
    - iii) Least goals against
    - iv) Most goals for
    - v) Coin Toss (if both teams are present on the field penalty kicks will replace coin toss)
  - c) If the three-way tie cannot be broken by 3-a or 3-b, the three teams will be ranked by random draw.
- 4) Maximum Goal Differential: There is no goal differential cap.