



# Festival Rules U9-U12

Last Approved: January 2020

## 1 ELIGIBILITY

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- 1.1. All participating teams MUST be currently registered with their District Association and/or Ontario Soccer. All teams outside York Region must present an authorized travel permit from their governing body. Participating teams are required to complete the team roster as provided.
- 1.2. Approved player IDs, complete with photograph, in addition to stamped rosters, are to be presented at registration to IFC Staff.
- 1.3. Field conveners are appointed by the committee and are on duty near each game location. They are responsible for checking players' cards and team rosters as required.
- 1.4. Player IDs and stamped rosters must be available at each game. In the event of a dispute concerning player eligibility the committee's decision shall be final.
- 1.5. The Committee and Host Club will not be held liable for any injury to any participants in this tournament on or off the fields.
- 1.6. The committee and its Sponsors cannot, in any way, be held responsible for object(s) stolen or lost or for injuries incurred during the tournament.

## 2 ROSTERS AND SCHEDULES

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- 2.1. Team rosters will be limited to twelve (12) players for U9-U10 age groups.
- 2.2. Team rosters will be limited to sixteen (16) players for U11-U12 age groups.
- 2.3. The team may register up to three (3) players from Level 7 (house league/recreational) provided they are the same age as the team requesting the call up. All players used as call-ups must have a properly validated OSA player book.
- 2.4. Teams may not use players from another club under any circumstances.
- 2.5. Once a team is registered and the team roster is completed and approved, no additions will be allowed to the team roster. No player is allowed to play for more than one team in any age group or division.
- 2.6. Only persons on the game sheet shall be allowed on or at the team benches.
- 2.7. All teams shall be assigned to our standard schedules using a random draw. Teams from the same club shall be separated wherever possible. Tournament Committee reserves the right to seed teams and to balance groups.

## 3 WEATHER

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- 3.1. Due to the possibility that severe thunderstorms may occur during the tournament, it is necessary that all attending teams understand the procedures to be followed. Coaches and their teams must present themselves to a field convener in the vicinity of their playing field one half-hour before the scheduled game time, regardless of the weather conditions or they may forfeit the game. In the event the conditions are deemed to be hazardous to the players and spectators, the referee or tournament committee may suspend play until conditions permit a safe continuation of the schedule. Only the referee and/or the field convener are authorized to postpone a game.
- 3.2. During group play, the committee reserves the right to shorten the length of any game in an effort to ensure that all games are played.
- 3.3. Should a game in progress be terminated due to weather conditions after the first half of play has been completed, the game shall be considered complete.

- 3.4. Should a game in progress be abandoned prior to reaching the end of the half due to weather, the committee shall decide whether the game is to be rescheduled or deemed completed.

## 4 CONDUCT

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- 4.1. The IFC Tournament Committee relies upon the coaches and team officials to set an example of conduct and sportsmanship and to exercise all necessary control over their players and spectators.
- 4.2. Any inappropriate behaviour by players, team officials or team supporters on or off the field (i.e. abusive language, swearing, disrespectful conduct, etc.) will not be tolerated and will be dealt with as a serious offence which may result in disciplinary action, which could include immediate dismissal from the game and/or festival.

## 5 GAME ABANDONMENT

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- 5.1. If a U9/U10 team is unable to field five (5) players fifteen (15) minutes after the scheduled starting time, the game shall be cancelled, unless the offending team is able to present an explanation that the Tournament Committee, in its sole judgment, accepts as reasonable for its late arrival.
- 5.2. If a U11/U12 team is unable to field six (6) players fifteen (15) minutes after the scheduled starting time, the game shall be cancelled, unless the offending team is able to present an explanation that the tournament convenor, in its sole judgment, accepts as reasonable for its late arrival.
- 5.3. Should the committee decide to reschedule a game, both teams shall present themselves for and play the game, at the field and time decided by the committee.
- 5.4. The Tournament 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 festival.

## 6 TOURNAMENT SCORES/STANDINGS

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- 6.1. As per Ontario Soccer Association LTPD rules, no scores or standings will be kept. As a result of this, no trophies or medals will be handed out based on results.

## 7 DURATION OF GAMES

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- 7.1. Duration of all festival games will be 2 x 25 minute halves.
- 7.2. The festival will run one day with each team playing two games as the U9 and U10 divisions shall not exceed the permitted time limit of 100 minutes per day (140 minutes for U11/U12 divisions).
- 7.3. There must be a minimum of 30 minutes and maximum of 120 minutes between each game played by any team.

## 8 SUBSTITUTIONS

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- 8.1. Teams may make an unlimited number of Substitutions.
- 8.2. Substitutions are allowed to be made at any stoppage with the approval of (and at the discretion of) the referee.
- 8.3. Due to the development status of this division, substitutions will be permitted for any player ejected from the game by the referee.

## 9 POSITION OF TEAMS

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- 9.1. Teams (players and coaches) will take up position on opposite sides of the field from the spectators wherever possible. All players and coaches shall restrict their movements to an area along each touchline and on their respective side of the halfway line. All players, coaches and spectators will remain back three meters from the touchline.

## 10 PLAYING EQUIPMENT

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- 10.1. Players shall not wear anything which is dangerous to themselves or another player.
- 10.2. The Players' equipment shall adhere to Law 4 in the Laws of the Game approved by the IFAB and published by FIFA.
- 10.3. The footwear shall be appropriate to the playing surface.
- 10.4. For any infringement of this playing rule, the player at fault shall be instructed to leave the field of play by the referee, when the ball next ceases to be in play, unless by then there is no longer an infringement. Play shall not be stopped immediately for an infringement of this Playing rule. A player who is instructed to leave the field to adjust equipment or obtain missing equipment shall not return without first reporting to the referee, who must ensure that the player's equipment is in order. The player shall only re-enter the game at a moment when the ball has ceased to be in play.
- 10.5. Each team shall be responsible for supplying the completed game sheet to the referee or convenor prior to the start of the game. It is the field convenor's responsibility to hand in the completed game sheets to the Tournament Headquarters.
- 10.6. The Home team shall be responsible for providing a suitable game ball, subject to the approval of the referee, if required to do so.

## 11 PLAYING RULES

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### 11.1. U9-U10: 7v7 Playing Rules

- 11.1.1. Teams shall play 7 v 7 soccer in accordance with OSA Rules and FIFA Laws of the game with the following adjustments.
- 11.1.2. There are no throw-ins. The opponents of the player who last touched the ball when the whole of the ball crosses the touch line will have a player place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored
- 11.1.3. The offside rule will not apply.
- 11.1.4. For the goalkeeper to restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their

feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.

11.1.5. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

11.1.6. The retreat line will be in effect on a goal kick or after the goalkeeper makes a save. Attackers must retreat from the opponents third of the field until the ball is in play. The final third will be indicated by the disc markers placed by the match official. The ball is in play once it is touched by another attacking player or once it crosses the retreat line, whichever occurs first. The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game anytime.

## **11.2. U11-U12: 9v9 Playing Rules**

11.2.1. Teams shall play 9 v 9 soccer in accordance with OSA Rules and FIFA Laws of the game with the following adjustments.

11.2.2. The offside rule applies as stated in Law 11 of the "FIFA Laws of the Game"

11.2.3. Free kicks conform to FIFA Laws of the Game with the exception that opponents of the team taking the free kick are at least eight (8) yards from the ball until it is in play.

11.2.4. The Penalty Kick conforms to FIFA Laws of the Game with the exception the penalty mark is at ten (10) yards and that players other than the kicker are at least eight (8) yards from the penalty mark

11.2.5. For the goalkeeper to restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. An infraction will result in an indirect kick from just outside the goal area.

11.2.6. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

11.2.7. The retreat line will be in effect on a goal kick or after the goalkeeper makes a save. Attackers must retreat from the opponents third of the field until the ball is in play. The final third will be indicated by the disc markers placed by the match official. The ball is in play once it is touched by another attacking player or once it crosses the retreat line, whichever occurs first. The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game anytime.

## **12 DISCIPLINE, CAUTIONS AND EJECTIONS**

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12.1. All discipline will be held in accordance with OSA Policy, Section 9.0 – Discipline (Policy 9.0 – Standard Penalties for Misconduct & Policy 11.0 – Discipline at Tournaments).

12.2. A Discipline Hearing/Review Panel will be appointed.

12.3. Alleged offenders will be dealt with by The Panel under the DBR/DBH system as appropriate, directly after the game in which the misconduct was reported.

12.4. The Panel may, where justified, suspend any person dismissed during, before or after, a game, from all further participation in the tournament.

12.5. Red and Yellow Cards (Ejections and Cautions) may be issued by the referee before, during and after the match as per Laws of the Game.

12.6. Any team official, parent or spectator of a team who is ejected from the field will automatically be ejected from the remainder of the tournament.

- 12.7. The referee's jurisdiction regarding cautions and ejections shall be extended to cover all team officials and spectators.
- 12.8. The referee's decision in matters concerning application of the Laws of the Game and the decisions of the committee regarding conduct of the festival and application of disciplinary matters shall be final.

## 13 PROTESTS

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- 13.1. The decisions of the Referee's regarding the facts of the match, including time keeping, are final and cannot be protested or disputed.
- 13.2. In the case of a dispute, other than the decision of a referee, a protest must be submitted in writing to the Athletic Director or his/her designated representative at the Tournament Headquarters within one hour of the end of the game to which the protests relates. A protest fee of \$100.00 cash must accompany the written protest. Only if the protest is upheld will the fee be refunded.

## 14 CANCELLATIONS

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- 14.1. Any team withdrawing from the festival after the refund deadline indicated on the official Festival Application will lose their entry fee. Any team withdrawing prior to the refund deadline indicated on the official Festival Application will receive a refund, less \$50 processing fee.

## 15 TOURNAMENT COMMITTEE

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- 15.1. The IFC Staff reserves the right to decide on all matters pertaining to the festival, including interpretations of the foregoing rules and regulations. In the event a situation occurs that is not covered or is ambiguous in the festival rules, that situation will revert to the committee for a decision based upon the spirit and intent of the situation.
- 15.2. The organizers of this festival will not be responsible for any claims or actions of any nature whatsoever, which may arise in any way out of the execution of this festival, in the event of injury to participants. All players and officials taking part will do so at their own risk. Club officials will therefore make sure that all of their respective participants are informed.
- 15.3. The International FC shall not be responsible for any expenses incurred by any team if the festival is cancelled or shortened.
- 15.4. The organizers of this festival reserve the right to change the format of the festival due to unforeseeable circumstance.