

2024 Barrie Spiritfest Soccer Tournament Rules

U13-18 – August 31st-September 2nd, 2024

1) Laws of the Game

- 1.1 Basic FIFA-issued “Laws of the Game” will not be repeated in this document. All games shall be played in accordance with the “Laws of the Game” as issued by FIFA - except as modified by these “Tournament Rules” and subject to approval by Ontario Soccer or the Canadian Soccer Association.

2) Team Eligibility

- 2.1 All participating teams must be currently registered with their provincial or national association. All teams traveling from outside the Huronia District Association must present a “Permission to Travel” form duly authorized by their governing association to the tournament host before the first match is played. Any team from outside of Ontario must have proof of insurance and Health Card coverage for their players.
- 2.2 Participating teams are required to submit their tournament team roster form via email prior to the tournament and also to have a copy available at each game. Teams will be considered NOT registered if a copy is not provided before the tournament, and may result in sanctions from the tournament committee including expulsion from the tournament and forfeit of their entry fee.
- 2.3 Teams that withdraw their applications after the closing date of applications shall forfeit their entry fee in full.
- 2.4 Teams that have not provided the entry fee payment in full (by cheque, visa, mastercard, debit, cash, or money order) are not considered registered until payment is actually received. Teams registering late (after the closing date) may only be accepted upon specific approval of the tournament committee.

3) Team Roster

- 3.1 All players must have a valid player registration book, card, or digital ID (picture on official team roster) that clearly displays their picture. These documents must be presented to the tournament committee at registration time along with their tournament team roster. A player without valid registration ID will not be eligible to play.
- 3.2 Player ID documents must be available at each game along with a tournament team roster. Coaches may request to the match official a validation of player registration ID prior to the start of the match. This request must be made and completed within 15 minutes of kickoff. In the event of a dispute concerning player eligibility, the decision of the tournament committee shall be final. In special cases, Field Convenors may also ask for player ID prior to each game.
- 3.3 A team found guilty (by the tournament committee) of playing, or attempting to play, an ineligible player may be subject to severe sanctions such as a loss of all match standings or ejection from the tournament with no entry fee refund and such incident will be reported to OS.
- 3.4 Tournament team rosters shall be limited to a maximum of twenty (20) players. Players must be registered with the club to which the team is registered. A maximum of four (4) team officials, with valid team official ID, may be on the tournament team roster. Players may only play on **ONE TEAM** in this tournament.

3.5 A maximum of three (3) guest players are allowed per team. Guest players must be registered to a team of equal age or younger and must appear as a guest player on the Game Sheet/ Tournament Roster. Guest Players may not be registered to a team if playing at a higher level of play than their team and have an authorized OS Temporary Release Form presented at registration. All Guest Players must be pre-approved at registration by the Tournament Committee.

4) Team and Player Registration

4.1 Teams must register online and submit ALL team documentation by August 22nd to info@barriesoccer.com (see the SpiritFest page on website for more details on items that need to be submitted). Teams will **NOT** be permitted to register at the fields.

4.2 Teams failing to register at the date and time published/required, may, at the discretion of the tournament committee, be dismissed from the tournament, forfeiting their entry fee in full.

5) Age Divisions:

Division	Birth Date
U13	January 1, 2011 or later
U14	January 1, 2010 or later
U15	January 1, 2009 or later
U16	January 1, 2008 or later
U17	January 1, 2007 or later
U18	January 1, 2006 or later

5.1 The Barrie Soccer Club will conduct this tournament by gender and age for all divisions.

5.2 The Tournament Committee reserves the right to cancel or combine any division due to lack of entries. A minimum of four teams will be required to form a division, thus a minimum of three games per team.

6) Extraordinary Weather:

6.1 In the event of severe weather, (i.e. continuous heavy rain, flooding, lightning, excessive heat or humidity), only a Tournament official or the City Parks Department may cancel a game. The Tournament Committee has the authority to change the duration of the games or any other function of the tournament, including such things as the following:

- a) Relocate and / or reschedule any game(s)
- b) Reduce, by up to 50% (percent), the duration of any scheduled game;
- c) Cancel any game in the preliminary round, which has no bearing in deciding group winners.

6.2 A game is considered complete if 75% (percent) or more of the playing time has elapsed in a game terminated by the referee for causes as noted above.

6.3 In cases where a game has been cancelled or altered in any way, it is the responsibility of the teams involved to contact Tournament Headquarters for verification of these changes.

7) Substitutions:

7.1 There is no limit to the number of player substitutions during a game. Substitutions are permitted;

- a) When a goal is scored, or
- b) At a goal kick, or

- c) At the beginning of the first and second half of overtime, or
- d) For any injured player at the referee's discretion, or
- e) On a team's own throw in (opponent can piggyback)

7.2 No substitutions will be allowed for a player ordered from the field by the referee as a sending-off offence. (Red card or 2nd Yellow card in the same game)

8) Position of Teams and Spectators:

- 8.1 Teams (players and coaches) will take up positions on opposite sides of the field from spectators. All players and coaches shall restrict their movements to an area along each touchline and within ten (10) meters of either side of the Centre line.
- 8.2 All players, coaches and spectators will remain two (2) meters back from the touchline. Players, not sitting, who are dressed for the game, should wear pinnies on the sidelines while they are warming up to play.

9) Playing Equipment:

- 9.1 Each team shall have two sets of different coloured jerseys. In the event of a conflict of jersey colours, the home team will be required to change. The home team will be the first team shown on the game schedule.
- 9.2 The goaltender's jersey must be distinct from his/her team, the opposing team and the referee. All players must wear shin guards and socks must cover the shin guards completely.
- 9.3 Players with injuries that require casts or hard splints may only dress for the game if the cast is appropriately secured, so not to risk injury to another player, and the match official must approve the player to play. All players will enter the playing field with the jersey neatly tucked in and all jewelry must be removed (Except Medical Alert).
- 9.4 The referee may make additional determinations to ensure the safety of all game officials and players on the field.

10) Game Duration and Ball Size:

- 10.1 All game officials will allow a five-minute rest period between halves.
- 10.2 Game duration and ball sizes are listed below:

All preliminary round and medal games:

<i>Division</i>	<i>Game Duration</i>
U13-U18	2 x 35-minute halves

- 10.3 All games may be shortened for other specific reasons at the sole discretion of the Tournament Committee.
- 10.4 Game Balls will be Size 5 for U13 –U18
- 10.5 The following competitions shall not exceed the permitted time limit per day:

- i. Under-13 and Under-14 not to exceed 150 minutes per day
 - ii. Under-15 and older not to exceed 180 minutes per day
- There must be a minimum of one hour between each game played by any team

11) Arrival Time - Finals:

- 11.1 Teams qualifying for the finals of a division shall be prepared to kick-off thirty (30) minutes before the scheduled start time. Kick-off times may be changed at the discretion of the tournament committee.

12) Scheduling:

- 12.1 Scheduling of games and referees is the responsibility of the Barrie Soccer Club.

13) Extra Time (Semi Final & Finals) Rules:

- 13.1 In the event of a tied semi-final or Medal game, the following procedure will determine the winner:
 - a) Best of five penalty kicks by five players of each team.
 - b) If still tied, additional penalty kicks by the balance of the team until an outcome is decided.

Note: Only players on the field at the end of the game are eligible to take penalty kicks.

These players are NOT to leave the field and must await instructions from the referee.

14) Game Sheets, Referees' Reports, Referee Fees:

- 14.1 All game sheets and referees' reports will be turned into the Field Marshal or tournament official, at the completion of each match.
- 14.2 The referee and one official from each team must sign the game sheet.
- 14.3 Spiritfest will be operated on a three referee (one referee and two assistant referees) per game system. The breakdown of fees for each game will be \$40-referee/\$30-assistant referee/\$30-assistant referee.

15) Determination of Group Winners:

- 15.1 Each team will be awarded:

- Win 3 points
- Tie 1 Point
- Loss 0 points

At the end of a preliminary round, the group winner shall be the team with the most points. If teams are tied on points, the following additional criteria shall be used to determine the winner. These rules shall be applied in the following order:

- a) Winner of the game between the two teams tied (applies to two-way ties only)
- b) Best goal spread (goal difference = total goals for minus total goals against in preliminary round play)
- c) Most goals for in preliminary rounds

- d) Fewest goals against in preliminary rounds
- e) Toss of Coin

16) Failure to Show:

- 16.1 A team shall be allowed a ten (10) minute period of grace after the scheduled kick-off time before it is considered to have failed to show. In the event of a failure to show, the offending team shall forfeit the game.
- 16.2 A minimum of seven (7) players constitutes a team. The game will start if a team has the minimum number of players, even if it must play short-handed against its opponent.
- 16.3 At the discretion of the field Convenor, the grace period (maximum of 10 minutes) may be allowed only if there is less than the minimum number of players and the coach assures the Convenor that the other players will be arriving shortly. If both teams fail to show, the tournament committee will make a determination with regard to the standings.

17) Abandoned Games:

- 17.1 The Tournament Committee will review the circumstances of any team that abandons (quits) a game before it is completed and decide if the team shall forfeit the game or be subject to additional sanctions.

18) Forfeited Games:

- 18.1 At the discretion of the Tournament Committee, teams that abandon (quit) a game, fail to show or otherwise forfeit a game may be subject to dismissal from the tournament and all entry fees shall be forfeited without appeal. Such incidents will also be reported to the governing body of that team and OS.
- 18.2 All opponents of a team which has forfeited a game will be awarded a win and three points in the preliminary standings. The game shall be recorded as a 1-0 win. A team that forfeits a game will NOT be allowed to advance in tournament play.

19) Discipline:

- 19.1 All discipline shall be subject to review by the Tournament Committee.
- 19.2 A player receiving a 3rd caution (Yellow card) during the tournament or an ejection (Red card), or a team official ordered from the field, shall be subject to discipline. The player or team official shall receive a suspension from the game immediately subsequent to the game in which the offence occurred.
- 19.3 The Tournament Committee may, where justified, suspend any person dismissed during, or after a game, from all further participation in the tournament.
- 19.4 In the case of a referee assault, the player, team and/or team official will be suspended for the remainder of the tournament. The District Association or League to which the team or team official is registered may impose additional sanctions for serious offences.
- 19.5 All discipline reports will be forwarded to the District Association to which the player or team official is registered.
- 19.6 Use of an illegal player will result in an automatic forfeiture of the game and team removal from the tournament.

20) Protests and Appeals:

- 20.1 Protests (Appeals) relating to Rule 19 (above) will not be accepted.
- 20.2 Protests will only be accepted in relation to the possible use of ineligible player(s), within which the incident occurred and must follow the procedure as outlined below:
- Brief written (legible) description of the issue of protest stating pertinent facts only.
 - Payment of \$100.00 CDN bond fee in cash, money order or travelers cheque.
 - Submit protest and bond fee at tournament headquarters.

NOTE: Protests will **not** be considered for on-field decisions made by the referees.

- 20.3 Protests will be processed within 2 hours of the original request. If the protest is upheld, the bond payment will be refunded in full. If the protest is not upheld, the entire bond shall be forfeited to the Barrie Soccer Club.

21) General:

- 21.1 The Barrie Soccer Club shall not be responsible for any expenses incurred by any team if the tournament is cancelled or shortened.
- 21.2 The Barrie Soccer Club and the Tournament Committee reserves the right to decide on all matters pertaining to this event.
- 21.3 Any team that withdraws from the Tournament past the registration deadline will forfeit 100% of the entry fee. Teams withdrawing prior to the registration deadline will be subject to a \$75 administration fee.