

Peterborough City Soccer Association

PETERBOROUGH CHALLENGE TOURNAMENT RULES

For any item not cover by these rules Ontario Soccer (OS) Tournament Rules shall apply.

Eligible Teams and Guest Players

The tournament is open to Girls and Boys Competitive Club teams from U13 up to U18 age divisions. Mixed-gender teams can play in the Boy's tournament. Regional/I-Model (L3) teams may be requested to play up one age level to balance the divisions, at the sole discretion of the Tournament Chair.

Teams from outside the ECOSA district must supply a Travel Permit from their home District Association at least 2 weeks prior to the tournament. The Travel Permit may be submitted by e-mail.

Team rosters will be limited to 20 players. There is no limit on eligible callups from your own club provided that they are registered on a team at the same level or lower. Three (3) guest players are permitted per team provided that they are age-eligible, have a current Ontario Soccer Registration ID and are not registered on a team above the level of Regional/I-Model. Guest players from another club must have a Temporary Eligibility Permit which must be submitted at registration. A player can play for only one team in the tournament.

Players who are registered on a U12 or younger team cannot be called up to a U13 team without the written consent of their district association, a copy of which must be submitted at registration.

Registration

All teams must register in the PCSA Clubhouse, Eastgate Park, Ashburnham Drive on Friday evening or on Saturday morning at least 1 hour prior to your first game. Registration times will be posted on the tournament website.

Players are not required to attend the registration, however PCSA reserves the right to conduct a roster check before the start of any game. Your Ontario Soccer Team Roster Report with photos must be available at all games throughout the tournament.

The following documents must be presented at registration:

1. A District validated Ontario Soccer team roster showing each player's and team official's registration identification and photo,
or
A District validated Ontario Soccer team roster without photos plus District approved player and team official ID (this will be either Player/Coach books or plastic cards with photos).

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2. Peterborough City Tournament Master Roster (2 copies);
3. Tournament Game Sheets (1 per game, 5 in total). Please fill in all game details in advance, or as much as possible, using the information on the schedule.

Templates for the Tournament Master Roster and Game Sheets can be downloaded from the tournament website.

Playing Equipment

The tournament organizing committee will be responsible for nets/corner flags. The home team in each game will be asked to supply two game balls.

Should two teams have identical or similar colours, the home team will be asked to change into alternative colours.

All teams must use the team benches on the side of the field opposite the spectators. Only the players and team officials named on the game sheet are allowed at the bench.

Tournament Format

Teams will play two games on Saturday and a minimum of one game on Sunday morning. Teams that advance to the knock-out stage will play additional game(s) on Sunday. There will be no games on Friday.

All games will be 2 x 25 minutes with a 5-minute break at half-time.

There will be no overtime in any game. A tie will stand in preliminary games. In quarter-final, semi-final and final games, if the game is tied after regulation time, it will go directly to FIFA penalty kicks (minimum of 5 PK's per team).

Team playing time shall not exceed the permitted time limit per day which is 150 minutes for U13 - U14 and 180 minutes for U15 - U18. There must be a minimum of one hour between each game played by any team.

Substitution

There is no limit to the number of substitutions that may be made during a game.

Substitutions may be made during a stoppage in play subject to the discretion of the referee

- When a goal is scored by either team
- At a goal kick for either team
- On team's own throw in
- When the other team is substituting (piggy back)

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- For an injured player, at the referee's discretion

No substitution will be allowed for a player dismissed from the game by the referee for an offense under Law XII -- Fouls and Misconduct of the Laws of the Game.

Defaulted Games

A team will be allowed to start play and continue playing with a minimum of seven (7) players. Should either team default a game, the opposing team will be awarded a 3-0 win, provided they have the appropriate number of players. Should both teams default both teams will be handed 0-3 losses.

A team that defaults its last preliminary round game will be disqualified from the tournament and the results of all their preliminary round games will be recorded as 0-3 losses.

Determining Final Standings

3 points for a win, 1 point for a tie, 0 points for a loss.

Should two or more teams be tied at the end of preliminary play, the following rules will be used as a tiebreaker:

1. **Head-to-Head:** i.e. total points earned against team(s) with which you are tied.
Note: If a team has defeated all the teams with which it is tied, then it shall be ranked highest. Otherwise, if 3 or more teams are tied and they did not all play each other an equal number of times then this rule will not be used.
If two or more teams are still tied after using tie breaker 1, then tie breaker 2 will be applied to the teams that are still tied.
2. **Goal Spread** (Goals For minus Goals Against). Maximum of 5 goal difference per game.
If two or more teams are still tied after using tie breaker 2, then tie breaker 3 will be applied to the teams that are still tied.
3. **Least Goals Against**
If two or more teams are still tied after using tie breaker 3, then tie breaker 4 will be applied to the teams that are still tied.
4. **Most Fair Play Points:** Each team starts the tournament with 5 Fair Play points. If a team defeats an opponent by a margin of 7 or more goals it loses 1 Fair Play point for poor sportsmanship. Goals For is not used as a tie breaker and a margin of more than 5 goals is of no benefit in any case (see tiebreaker 2).
If two or more teams are still tied after using tie breaker 4, then tie breaker 5 will be applied to the teams that are still tied.
5. **Coin Toss**, or draw names from a hat if 3 or more teams are tied.

Please note that a maximum of a 5-goal spread per game will be considered when the second tie breaker is used. In addition, **Least Goals Against** rather than **Goals For** is

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the third tie breaker. These rules are adopted in the spirit of the game and sportsmanship to discourage teams from running up the scores. In the spirit of sportsmanship, teams are requested to be respectful of their opponents and avoid unbalanced scores.

Game Sheets and Referee's Misconduct Reports

The Tournament Host shall provide game sheets which shall be completed by each team prior to each game, and which must be submitted to the referee prior to the kickoff. Blank game sheets are available for printing on the tournament website.

The referee shall sign the game sheets and misconduct reports for each game which he/she officiates.

Game sheets and misconduct reports must be given to the Field Convenor at the end of the game. The Tournament Host shall collect game sheets and misconduct reports from the Field Convenors.

All game sheets and misconduct reports shall be forwarded by the Tournament Host to its District Association, no later than 72 hours after the last day of the tournament.

Referees

Referees will be assigned by the Peterborough Referee Branch. Referees coming with an out of town team wishing to officiate in the tournament should contact Referee Match Secretary James Montague at (705) 875-5587.

Discipline

Should the Referee issue a yellow or red card, the following rules will apply:

1. One (1) Yellow card (caution) in a game: No further action.
2. Two (2) Yellow cards in a game: Immediate dismissal. Next game suspension.
3. A player who receives three (3) cautions during the Tournament will receive an automatic next game suspension.
4. One (1) Red card in a game: Immediate dismissal and the player will not be allowed to play in the next game (minimum suspension).
5. A player who is dismissed for serious foul play receives an automatic two (2) game suspension.
6. A player who is dismissed for violent conduct or for abusive language and/or actions (includes gestures) towards a match official receives an automatic three (3) game suspension.
7. Two (2) dismissals in the tournament: Player is suspended from further tournament play.
8. If a team is found to have included an ineligible or suspended player in a game, then that game will be recorded as a 0 - 3 loss.

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9. A team official who is ejected from a game will not be permitted to participate in the remainder of the tournament.
10. Coaches will be held responsible for the behavior of all spectators in their party.

If a player receives a Red card in a game or 3 Yellows during the tournament, the coach is responsible for finding out the eligibility of the player from the Tournament Chair before the start of the next game. If in doubt, leave him/her out.

Discipline Reports, including unserved suspensions, will be sent to the District Association (ECOSA) following the tournament. Any further action will be at the discretion of the District Association.

Protests

Protests, which may only be made by a team coach or manager, must be in writing and delivered, with a fee of \$50.00 (cash), to the Tournament Chair or his/her designate within one hour of the end of the game in question. All disputes must be settled by the Tournament Chair or his/her designate. If the protest is upheld, the protest fee will be refunded. If the protest is denied, the protest fee will be forfeited.

The decision of the Tournament Chair shall be final.

Unsafe Conditions

Should weather or some other factor affect any games the following will transpire at the discretion of the Tournament Chair:

1. Rescheduling, or
2. A game will be deemed complete if the first half has been completed. All attempts will be made to complete the game, if at all possible, subject to scheduling considerations.
3. If the game cannot be completed, all attempts will be made to complete the first half, if at all possible, subject to scheduling considerations.
4. If the first half of the game cannot be completed and there is no possibility to reschedule, then a goal difference of 2 or more goals will stand, otherwise the result shall be recorded as a 0 - 0 tie.

Liability

The organizers of this tournament 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 tournament, including but not limited to 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.

The organizers of this tournament reserve the right to change the format of the tournament due to unforeseeable circumstances.