

# **Richmond Hill Soccer Club**

## **Challenge Cup and Festival Rules & Regulations**

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## Revision History

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January 14, 2014	0.2	Update to rules for U13+	B. Malloch
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# **1 Team and Player Eligibility**

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## **1.1 Teams**

All teams must submit an entry form to the Tournament Liaison. Entries may only be made through the Club's registration system.

Teams are not considered as accepted until the full entry fee is paid.

All participating teams must be currently registered with their province, state or national association. All teams shall identify themselves by providing full team identification, as defined by OSA published rules, at the Club's Tournament Registration night.

Teams must play at the equivalent levels defined by on the tournament host permission form.

Teams will be accepted to play in the tournament at the sole discretion of the Tournament Committee and on a first come basis.

## **1.2 Players**

Players must be born on or after January 1 of the year of their age group.

Players must be registered to that team using their governing organization's player identification. Player identification must be presented at the Club's Tournament Registration night.

For teams U13 and older, teams will be allowed three guest players. These guest players must be identified as guest players on the Tournament Roster. If they are not from the Home Club they must have an approved Temporary Eligibility Permit form with their player identification.

## 2 Team and Player Registration

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Teams must enter their players and team staff online in the Club's system by the deadline for that year and communicated by the tournament liaison. This information will be used for game sheets, which are supplied by the Club.

Teams and all players must be registered with the Tournament committee at the Headquarters on the prescribed date and time, unless otherwise approved by the Committee executive.

Teams must be registered before their first game is played. Teams failing to register by the time required may, at the discretion of the Tournament Committee, be dismissed from the tournament, forfeiting their entry fee.

Teams must present the following upon registration:

- 6 copies of the Tournament Roster and Game Sheet form to registration.
- All identification for players and team staff listed on the roster.
- Teams from outside York Region must have permission from their District to participate. Teams travelling from outside Ontario or from the USA must provide approval from their Provincial/State Association to participate.
- If travelling from outside the province, proof of player and team staff travel insurance.

Once a team has registered and played their first game changes may not be made to their team roster.

### **3 Refunds and Cancellations**

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#### **3.1 Refunds**

Team that withdraw their application after August 15<sup>th</sup> of the current calendar year shall have an admin fee of \$100 applied to their refund.

Teams that withdraw their application after August 29<sup>th</sup> of the current calendar year shall forfeit their entry fee.

#### **3.2 Cancellations**

Only in the case when weather or some other act of nature cancels the Tournament prior to its commencement, teams will be refunded 1/3 of their tournament registration fee by the RHSC Challenge Cup Tournament.

Refunds will not be granted for any other reason.

The RHSC Committee determined the tournament cancellation policy refund by taking into account the expenses incurred to date by the Tournament, but the cancellation policy by no means covers all pre-tournament expenditures, and a significant loss will still be sustained on this event. The cancellation policy is only in effect to reduce the impact of what would otherwise be a devastating loss. In preparation for the tournament, the Tournament Committee has incurred over twelve (12) months of pre-tournament expenses. Among others, these expenses include: · Tournament Sanctioning fees; · Tournament advertising; · Telephone bills; · Office expenses; · Supplies; · Postage & delivery expenses; · Referee Assignor fees; · Photocopying costs; · Office supplies; and · Design & printing of the Tournament Program.

It is the responsibility of each individual team to cancel any hotel rooms that have been booked. If hotel rooms are not cancelled, teams may be charged. Policies will vary from hotel to hotel. The Tournament Committee will do everything possible to maintain tournament play throughout the weekend; however, if weather conditions do impact the tournament, it is our hope that by making a swift decision, everyone will be able to adjust their plans with a minimum amount of problems.

#### **3.3 Weather**

The Town of Richmond Hill leases all fields to the RHSC Challenge Cup Tournament. If the Town feels that playing on the field may damage the field, the Tournament Committee may be obliged to abide by the Town's wet field policy, and thereby move the games to another venue (if possible), postpone or cancel the games, shorten the games to ten (10) minutes per half or more.

Undecided games (quarters, semis and finals) will then go to penalty kicks, as per FIFA rules. Games will be stopped during lightning and then continue after the lightning leaves the area (stoppages of play due to lightning will be at the discretion of the referee and onsite field marshal).

Games could be shortened to accommodate the rest of the day's games. Regardless of weather conditions, all teams must be prepared to field a team. It is the responsibility of the team to check in with their field marshal at the scheduled field at least thirty (30) minutes prior to the commencement of their game.

#### **3.4 Failure to Show**

A team shall be allowed a 10-minute period of grace after the scheduled kick-off time before it is considered to have failed to show. A minimum of 7 players constitute a team and the game will be started if a team has at least that number of players, even if it must play shorthanded against its



opponent. The period of grace may be allowed only if there are less than the minimum number of players.

In the event of a failure to show, the offending team shall forfeit the game. If both teams fail to show, the Tournament Committee will make a ruling on the game.

### **3.5 Abandoned Games**

The Tournament Committee will review the circumstances of any team that abandons (quit) a game before it is completed and decide whether or not the team shall forfeit the game.

### **3.6 Forfeited Games**

At the discretion of the Tournament Committee, teams that abandon (quit) a game, fail to show, or otherwise forfeit a game will be subject to dismissal from the tournament and all entry fees forfeited without appeal. Furthermore, such action may be reported to the governing body of the team involved.

If a team forfeits a game, the score will be recorded as 3-0 in favour of their opponents.

## **4 Game Administration**

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### **4.1 Player Uniforms and Equipment**

Players must wear a number on the backs of their shirts. Each player on a team shall have a different number and this number must coincide with the player's name and number as shown on the game sheet. If team colours clash, the home team will change colours. The home team is the first team listed in the schedule.

Goalkeepers must wear colours which are distinguishable from all outfield players and the referee.

Players shall not wear anything which endangers themselves or other players. A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible

At the Tournament Committees' discretion, a team that does not observe the colour change or shirt requirements of this rule may forfeit the game.

### **4.2 Field Supervision and Game Equipment**

The Tournament Committee will be responsible for field marking, goal nets, corner flags and for providing field convenors who will be approved by the Tournament committee to act in that capacity. Field convenors shall be responsible for checking players' cards before all games.

Each team will supply a regulation game ball, from which one will be selected by the referee to be used in the match.

### **4.3 Game Sheets and Referee Reports**

The referee and one official from each team must sign game sheets.

If a player or team official is ordered from the field by the referee for any serious misconduct during the course of a game, a copy of the referee's report and the game sheet must be given to the Field Convenor. The convenor will report the incident to Tournament Headquarters for review.

All game sheets must be given to the Field Convenor at the end of the game. The Field Convenor must hand in the game sheets to Tournament Headquarters at the end of the day.

### **4.4 Duration of Games**

Scheduling and refereeing are the responsibility of the Tournament Committee. Game duration shall be in accordance with OSA Policy:

#### ***4.4.1 Festival Portion***

- U9 to U12 shall play in the one day Festival format, playing 2 games on their Festival day
- U9 to U12 not to exceed 100 minutes per day.
  - U9 and U10: 40 minute games
  - U11 and U12: 50 minute games
- U9 to U12 will have a minimum of 30 minutes and a maximum 120 minutes rest between games.

#### **4.4.2 Tournament Portion**

- U13 and above shall play in the standard tournament format, playing a minimum of 3 games over the weekend.
- U13 to U14 not to exceed 150 minutes per day.
  - Preliminary games: 50 minutes
  - Semi-final and Final games: 60 minutes
- U15 and above not to exceed 180 minutes per day.
  - Preliminary games: 50 minutes
  - Semi-final and Final games: 60 minutes
- U13 and older will have a minimum of 60 minutes rest between games.

Duration of all games may be shortened anytime, at the discretion of the Tournament Committee. Half-time intervals in all games shall be five minutes.

#### **4.5 Field Position**

First team to arrive at the game field determines which side of the field their team will occupy. Coaches must remain in their technical area after play begins. Coaching outside this area will not be permitted. Only team officials are permitted in this area. Team officials are reminded that they are not allowed on the field of play without the permission of the referee. Spectators must be seated on the opposite side of the field from the teams.

Note: Coaches will be held responsible for their spectators and players.

#### **4.6 The Referee**

The referee appointed to officiate a game will have the full authority to enforce soccer rules. Referee decisions regarding facts connected to play are final.

The referee shall:

- Enforce the rules of the game.
- Refrain from penalizing in cases where the offending team may gain an advantage.
- Report in writing to the appropriate authority, any misconduct by players, parents, spectators or other persons which takes place on the field of play or its vicinity at any time during the game.
- Control who may enter or leave the field of play.
- Stop the game immediately if a player appears to be injured or bleeding.
- Signal to start the game, and to restart it after a stoppage.
- Decide if the field of play and all applicable equipment is suitable

## **5 U13 and Above Playing Rules**

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### **5.1 Laws of the Game**

All games shall be played in accordance with the laws of the game observed by the Ontario Soccer Association and the Canadian Soccer Association, except: “under the referee’s jurisdiction regarding caution and ejections shall be extended to cover all team officials and spectators. ”

### **5.2 The Ball**

The ball shall be spherical and shall be constructed of material which is not dangerous to the players. Ball size for U13 and older should be size 5.

### **5.3 Number of Players**

The game shall be played by two teams, each consisting of not more than 11 players on the field, one of whom shall be the goalkeeper. A maximum of 18 players can be dressed for a game.

### **5.4 Substitutions**

Substitutions will be allowed at the following stoppages in play:

- a) After a goal is scored
- b) Goal kicks
- c) Prior to kick off of the 2nd half
- d) At the referee’s discretion for an injured player
- e) At the beginning of the 1st and 2nd half overtime
- f) At own throw-in (opposing team can piggy-back)

### **5.5 Extra Time Rules**

In the event of a tied playoff game (quarter-final, semi-final or final rounds), the following procedure will be followed to determine the winner:

- a) Best of five penalty kicks by five players of each team
- b) If still tied, alternating penalty kicks by the balance of the team until an outcome is decided.

### **5.6 Determination of Group Winners**

Each team will be awarded three points for a win, one point for a tie and no points for a loss. At the end of the preliminary round the group winner shall be the team with the most points. If the teams are tied on points, the following shall be used to determine the winner (in descending order only):

- a) Team with most points from head to head play.
- b) Team with the best goal differential. The goal differential will be capped at 5 goals per game.
- c) “Kicks from the penalty mark” as defined by FIFA Laws of the Game.
- d) Teams have the option of a coin toss at the Tournament Clubhouse if both coaches agree.

If it is necessary to provide additional teams for quarterfinal or semi-final games, wildcard teams may be selected. Such teams will be those with the best non-qualifying record in the age division, determined by the number of points earned. In the event of tie, criteria 13a) through 13c) above shall apply. If still tied, a coin will be tossed to determine the wildcard team.

### **5.7 Arrival Time for Tournament Finals**

Teams qualifying for the finals of a division shall be prepared to kick-off 15 minutes before the scheduled time. Kick-off time may be changed at the discretion of the Tournament Committee.

### **5.8 Trophies**

Trophies will be handed out to the Division Finalist and Champion teams at the Tournament headquarters following the final game.

## **6 U11 and U12 Playing Rules**

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### **6.1 Laws of the Game**

All games shall be played in accordance with the laws of the game observed by the Ontario Soccer Association and the Canadian Soccer Association, except: “under the referee’s jurisdiction regarding caution and ejections shall be extended to cover all team officials and spectators. ”

### **6.2 The Ball**

The ball shall be spherical and shall be constructed of material which is not dangerous to the players. Ball size for U11-U12 should be size 5 light or size 4 regular.

### **6.3 Number of Players**

The game shall be played by two teams, each consisting of not more than 9 players on the field, one of whom shall be the goalkeeper. A maximum of 16 players can be dressed for a game.

### **6.4 Substitutions**

- a) After a goal is scored
- b) Goal kicks
- c) Prior to kick off of the 2nd half
- d) At the referee’s discretion for an injured player
- e) At the beginning of the 1st and 2nd half overtime
- f) At own throw-in (opposing team can piggy-back)

### **6.5 Goal Kicks and Retreat Line**

When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the attacking team, a goal-kick shall be awarded to the defending team. The ball shall be kicked into play from any point within the goal area by a player of the defending team. Opponents remain at the retreat line until the ball is in play. The ball is in play once it is touched by another player. The Goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

### **6.6 Trophies**

Teams playing in the Festival format will not have scores or standings. Trophies will not be handed out.

## **7 U9 and U10 Playing Rules**

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### **7.1 The Ball**

The ball shall be spherical and shall be constructed of material which is not dangerous to the players. Ball size for U9 - U10 should be size 5 light or size 4 regular.

### **7.2 Number of Players**

The game shall be played by two teams, each consisting of not more than 7 players on the field, one of whom shall be the goalkeeper. A maximum of 12 players can be dressed for a game.

- a) Both teams must have at least 5 players to start the game.
- b) The game should not continue if a team has less than 5 players.
- c) Players ejected by the referee must be replaced by team substitute.
- d) Ejected players must not take any further part in the game.

Substitutions may be made: on a goal kick, when a goal has been scored, in the event of injury, at half-time, pass-ins (piggyback).

Substitutions may not be made at free kicks.

### **7.3 Start of Play**

At the beginning of the game, choice of halves and the kick-off shall be decided by the toss of a coin. The team which wins the toss shall decide which goal to attack in the first half. The other team will take the kick-off.

At a kick-off, all players shall be in their own half of the field of play. All players opposing the team taking the kick-off shall be not less than 6 yards from the ball until it is kicked-off. The game shall be started by the referee giving a signal. The ball will be in play when it is kicked forward into the opponent's half of the field.

For any infringement of this rule, the kick-off shall be retaken. Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team. After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.

After the first half of play, the teams shall change ends and the kick-off shall be taken by a player of the team opposing that which started the game. For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty-area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground. A goal can be scored directly from a kick-off.

#### **7.4 Ball Crossing the Touch Line**

When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be played-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.

There are no throw-ins. A player from the opposing team to the player that touched the ball last before crossing the touch line will 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.

#### **7.5 Fouls and Misconduct**

There is no offside.

A player who, in the opinion of the referee, intentionally commits any of the following offences, shall be penalized by the awarding of a free-kick to the opposing team:

- a) Spits at an opponent
- b) Kicks or attempts to kick an opponent
- c) Trips or attempts to trip an opponent
- d) Jumps at an opponent
- e) Charges an opponent
- f) Strikes or attempts to strike an opponent
- g) Holds an opponent
- h) Pushes an opponent
- i) Handles the ball deliberately, (except a goalkeeper from within his own penalty area).
- j) Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

Should a player commit one of the above offences within his own penalty-area, a penalty-kick shall be awarded.

#### **7.6 Free Kicks**

For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place where the infringement occurred, unless the free-kick is awarded to the attacking team within its opponents' penalty-area. In this case, the penalty-kick shall be taken from the penalty-mark.

At the taking of a free-kick, the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. The ball shall be in play when it is kicked and moved forward.

A player taking a free-kick within his own penalty-area shall kick the ball into play beyond the penalty-area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty-area. All opponents shall be outside the penalty-area and not less than 6 yards from the ball until it has been kicked. For any infringement of this rule, the free-kick shall be retaken.



A player taking a free-kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free-kick shall be awarded to the opposing team.

A goal may not be scored directly from a free-kick. All free kicks (with the exception of a penalty kick) are indirect kicks.

### **7.7 Penalty Kicks**

A penalty-kick shall be taken from the penalty-mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty-area but within the field of play, not less than 6 yards from the ball until it has been kicked. The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked. The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player. If necessary, the time of play shall be extended to allow a penalty-kick to be taken. For any infringement of this rule: By a member of the defending team, the kick shall be retaken if a goal has not been scored. By a member of the attacking team, if a goal is scored it shall be disallowed and a free-kick awarded to the defending team, to be taken from the place where the infringement occurred. By a member of both teams, the kick shall be retaken whether a goal has been scored or not. If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be retaken.

### **7.8 Goal Kicks and Retreat Line**

When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the attacking team, a goal-kick shall be awarded to the defending team. The ball shall be kicked into play from any point within the goal area by a player of the defending team. Opponents remain at the retreat line until the ball is in play. The ball is in play once it is touched by another player. The Goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

### **7.9 Trophies**

Teams playing in the Festival format will not have scores or standings. Trophies will not be handed out.

## 8 Discipline and Protests

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### 8.1 Discipline

Any player or official ordered from the field by the referee for misconduct shall not participate further in the tournament until the discipline committee has dealt with his or her case. Similarly any player who accumulates two yellow cards during the course of the tournament shall not commence a game subsequent to the one which the second yellow card was issued until the discipline committee has dealt with his or her case. The foregoing requirements also apply to any coach or team official involved. The player, coach or team official involved must appear in person before the discipline committee at the Tournament Headquarters, **any player receiving a red card will automatically be suspended for the next game.**

### 8.2 Protests

Protests must be made by the team coach or manager in writing and must be accompanied by a fee of \$100 cash. Protests must be delivered to the Tournament Headquarters within one hour of the conclusion of the game in question. Protest fees will only be refunded if the protest is upheld. The decision of the Tournament Committee shall be final.

Decisions can be appealed in accordance with OSA policy.