



**AURORA SOCCER CLUB**

**PRESENTS**

**THE 2025 HARDER  
AVALON CLASSIC**

**SOCCER TOURNAMENT**

# 2025 HARDER AVALON CLASSIC

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## 2025 Harder Avalon Classic ACTION CHECKLIST

1. Read this entire document!
2. Fill out and submit team roster and permission letters for guest players (max 5) by May 16<sup>th</sup>, 2025, this can be done online or via email.
3. Out of Province teams - Complete and submit travel permits by May 14<sup>th</sup>, 2025.
4. Upon arrival:  
Sign in at headquarters for your team package.



# WELCOME TO THE HARDER AVALON CLASSIC

This is your pre-tournament information package. There is a lot of information enclosed. Please read through it carefully.

**\*\*\*All teams will be set as waitlisted when registering\*\*\***

**Your tournament player roster and guest permission letters are due two weeks prior on May 16, 2025. Teams joining us from outside Saskatchewan must submit your travel permits by May 14th.**

**Once all teams and divisions have been finalized and after registration closes an email communication all be sent confirming your acceptance into the tournament approximately early-middle of May.**

Parking restrictions at Saskatoon Soccer Centre - please review: [Soccer Centre Parking Map](#)

We look forward to seeing you on May 30 - June 1, 2025. In the meantime, if you have any questions or concerns, please feel free to contact us. We look forward to making this weekend as enjoyable as you expect it to be!

**HAVE FUN!!!!!!!**

THE HARDER AVALON CLASSIC Tournament Committee:

Alex Hein (Tournament Registrar)  
Email: [tournament@aurorasoccer.ca](mailto:tournament@aurorasoccer.ca)

Megan Foster (Aurora Treasurer)  
Email: [treasurer@aurorasoccer.ca](mailto:treasurer@aurorasoccer.ca)

Totie Daplas (Aurora President)  
Email: [totie@aurorasoccer.ca](mailto:totie@aurorasoccer.ca)

## **Tournament Headquarters**

**Will be open before the first game on Friday, 30<sup>th</sup>.  
Tournament Headquarters will be located at:  
Saskatoon Soccer Centre (south end)  
150 Nelson Rd  
306-657-5758**



**I. General**

It is the responsibility of team officials to familiarize themselves completely with the following tournament procedures and to govern themselves accordingly.

**II. Groupings**

- 1) Age Divisions will be divided into pools of 3, 4, or 5 teams. Pools of 3 will be combined into groups of 6. In an age division with 12 teams, there will be three groupings formed with 4 teams in each grouping.
- 2) Each team will play one game against each other team within its pool, or one game against each team in one of the other pools.
- 3) Each team is scheduled for a minimum of 3 games.

**III. Group Ranking**

- 1) All teams are ranked on the following four criteria, in order of importance:
  - a) Total number of points--Each team receives 3 points for a win and 1 for a tie.
    - i) Teams that are in pools of 5 will be ranked using an average weighted system. All criteria in the ranking system will follow this system.
  - b) Previous match results--Winner of match between 2 teams tied shall be awarded the higher position.
  - c) Goal difference--subtract total goals allowed from total goals scored in calculating the goal difference, a max. difference of five (5) will be allowed for any one game. (ie. score is 8-1, difference will be counted as 5)
  - d) Least number of goals against (Note: All goals count).
- 2) If two or more teams are still tied under criteria 1 a) – d) then, the teams must contact tournament headquarters to be assigned a time for penalty kicks to take place.

**IV. Overtime Periods**

- 1) In the event of a tie during round robin play, no overtime will be played, and each team will be awarded 1 point for a tie.
- 2) In playoff competition, for U13-19 & adult, FIFA penalty kicks will be taken to determine who advances.

**V. Playoff Procedure (U13-19 only)**

- 1) In any age division with more than three teams, the top team in each pool will advance to the championship side or playoff. In age divisions with 6 teams, the two teams (of the other four) having the most points will also advance. In age divisions of 4 or 8 teams, the second-place team in each pool will advance.
- 2) In the playoffs, the losing team is eliminated from competition.



- 3) It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters.
- 4) Team advances in pools of 6 – team advance is the next 2 best teams. If both advancing teams are from the same pool, 1<sup>st</sup> in that pool will play 3<sup>rd</sup> and 1<sup>st</sup> in the other pool will play 2<sup>nd</sup>. If advancing teams are from opposite pools, 1<sup>st</sup> in A will play 2<sup>nd</sup> in B and 1<sup>st</sup> in B will play 2<sup>nd</sup> in A.
- 5) Team advances in pool of 12 – team advance is the next team with the best record after first in each pool. The team that finished with the best record overall plays team advance in the semi-final.

## **VI. Game Procedures**

- 1) Except as otherwise provided here, the FIFA 'Laws of the Game' shall apply to any and all competition.
- 2) Off-side:  
U7-U11 – no offside  
U13 - Under-13 games played are played 9v9 on a half field, the centre line marking the offside line.  
U15-19 - The offside rule varies with the different formats of play. In 11v11 games the centre line marking the offside line.
  - i) A player is offside only at the moment the ball is played forward and will only be offside if there are less than two opponents either level of between the receiving attacker and the goal line. (Note: the goalkeeper is usually one of the two). Attacking line will be indicated by a dotted line across the field The first team listed in the schedule is the Home Team.
- 3) The Home Team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a colour conflict.
- 4) Please leave the field and team areas clean after each game.
- 5) **IN WARM-UPS, PLEASE AVOID OVERUSE OF THE PENALTY AREAS. THE MAJORITY OF WARM-UPS SHOULD BE CONDUCTED ON THE OUTFIELD (WITH GOALKEEPER AS AN EXCEPTION).**
- 6) Teams should be prepared to provide a "club lineperson" if requested.
- 7) The HOME TEAM is responsible for providing the game ball, to be approved by the referee. (U13-U19 use a size 5 ball, U9-U11 uses a size 4 ball, U7 uses a size 3 ball.)
- 8) On-field warm-up time will be minimal. Teams should therefore warm-up in an adjoining area.
- 9) **Game sheets must be obtained from the Field Marshal, each team coach or manager must report to Field Marshall 20 minutes before game time to confirm that the game sheet is correct and sign it. Field Marshalls will be easily identifiable (Tents will be located at grass fields).**
- 10) A team without the required minimum players (7 for U13 ) (6 for U7-U11) (9 for U15-U19) on the field at 10 minutes past the scheduled game time will default.
- 11) Playing Format: U9 – 5v5 (including GK); U11 – 7v7 (including GK); U13 9v9 (including GK) U15-U19– 11v11 (including GK)



## **12) Corner Kick/Goal Kick Special Rules**

- a) In the U11-U19 divisions goal kicks will be taken as per the FIFA/IFAB laws of the game (at the top of the goal area).
- b) Corner Kicks will be taken from the goal line, 5 yards outside from the lateral line of the penalty area. Ball cannot be kicked “backwards” towards the touch line (Under-13 teams only).
- c) Opponents will maintain the distance of 9.15m (10 yards) from the spot of execution.

### **Referees**

1. U7 to U9 games will not have referees and coaches are to work together. A Aurora Technical member will be present to help any problems.
2. U11 and U13 and U15-U19 Div 3 games will have 1 referee provided by SDSRA.
3. U15 to U19 Premier/Div 2 games will have 3 referees provided by SDSRA.

### **Player of the Game U11-U19**

At the end of each game, the coach of each team shall choose a player from within their own team for the Harder Avalon Classic Player of the Game. The field marshal shall provide the coach with a Player of the Game pin before the beginning of each game. Coaches, please make sure that a player may only receive this award once during the tournament.



## **VII. Substitutions**

- 1) Roster size U7-max 10 players, U9-max 14 players, U11-max 15 players, U13-U19 max 20 players. Concerns reach out to Tournament Staff
- 2) Teams are allowed unlimited substitutions in a game.
- 3) A maximum of 2 players may be substituted at a time. Substitutions will be on the fly at the halfway line.

## **VIII. Field Marshal's**

- 1) Field Marshal's will be provided by the tournament committee.
- 2) Please remember coaches and managers are responsible for the behaviour of their players and fans.

## **IX. Discipline**

### **DISCIPLINE GUIDELINES FOR HARDER AVALON CLASSIC**

*The Harder Avalon Classic Tournament Committee has established a Tournament Discipline Committee.*

- 1) Offences against Officials, at the discretion of the Tournament Discipline Committee, may be referred to the SSA to deal with, in which case offenders are suspended with immediate effect until the SSA has acted.
- 2) Misconduct by players or team officials reported by the referee shall be dealt with by the Tournament Discipline Committee prior to the next game.
- 3) Any player or team official ejected from a game or receiving a third caution during the competition may waive the right to a hearing and accept an automatic suspension for one (1) game. If a hearing is requested, the request must be made to the tournament headquarters within one (1) hour of the completion of the game. If the right to a hearing is not waived, or if the Tournament Discipline Committee at their sole discretion shall so decide, the Tournament Discipline Committee shall conduct hearings to deal with misconducts that may be deemed above and beyond that which constitutes a one (1) game suspension.
- 4) Any player or team official reported for misconduct who elects to have a hearing, or where the Tournament Discipline Committee has called the hearing, shall attend the hearing and may be accompanied by a club representative.
- 5) Failure to attend, after notification by the Tournament Staff, shall result in immediate suspension until the player or team official involved requests a further hearing in writing, and appears at that subsequent hearing.
- 6) The Tournament Discipline Committee shall hold a hearing into the behaviour off the field of play of any player or team official alleged by the Tournament Staff to have brought the game into disrepute.



**Hearings:**

- 1) A Discipline Hearing Committee shall have no less than three members, one of whom shall act as Chairman.
- 2) The Committee shall satisfy itself that the person charged has had details of the charge.
- 3) The person charged or his Representative, shall be entitled to make a submission.
- 4) At any time, the Chairperson and, through him/her, Members of the committee, may ask questions of the witness to clear up any doubts which may exist.
- 5) If the charge is found “not proven” the session will be declared closed.
- 6) If the charge is found “proved” the Committee shall proceed to decide whether any, and if so what, disciplinary action shall be taken.

**Punishment:**

- 1) The Committee may take any disciplinary action it sees fit, including suspension from Tournament play. Any suspension shall take effect immediately and shall be from all tournament games.
- 2) The Tournament Discipline Committee will forward their findings and reports to the governing body of the team whose player was subject to discipline.
- 3) Guidelines for the Harder Avalon Classic Disciplinary Committee are as follows:

**Serious Foul Play Suggested Penalty:**

- Deliberately kicking an opponent. .... minimum of 5 games
- Deliberately striking an opponent. .... minimum of 5 games
- Deliberately attempting to injure an opponent. .... minimum of 5 games
- Any OTHER SERIOUS FOUL not listed..... to be determined

**Violence:**

- Spitting at an opponent. .... minimum of 5 games
- Threatening an opponent. .... minimum of 2 games
- Threatening behaviour ..... minimum of 2 games
- Fighting..... minimum of 7 games
- Persisting in misconduct after receiving a caution ..... minimum of 1 game
- Foul or abusive language ..... minimum of 1 game
- Other offences ..... minimum of 1 game

**\*\*INAPPROPRIATE OFF-FIELD BEHAVIOUR MAY ALSO BE SUBJECT TO DISCIPLINARY ACTION. WHILE IN THE COMMUNITY PLEASE REMEMBER THAT YOUR TEAM IS AN AMBASSADOR FOR ALL SOCCER ASSOCIATIONS\*\***





## **X. Protests**

- 1) No protests will be heard on any judgement calls by the referee. Protests will be allowed on eligibility or other technical matters. All decisions by the referee will be final concerning the outcome of games.
- 2) Protests, problems or complaints will be dealt with provided they are in writing and submitted to the Tournament Committee within one hour of the completion of the game.

## **XI. Length of Games by Age Group**

- 1) Minutes per half: U7 - 15min, U9 – 15min, U11 – 20min, U13 to U19 – 25min
- 2) Half time will be 5 minutes in duration. All teams must be prepared to start play at their scheduled time. Any delay will reduce the total game time.

## **XII. Weather Provisions**

- 1) If weather conditions and the state of fields make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the rearrangement or cancellation of games for any reason.
- 2) Fees are non-refundable if games or the tournament are cancelled for any reason.
- 3) The tournament committee has the right to shorten the length of games.
- 4) If at least one-half of the game has been played before termination for weather conditions or tournament committee decision, the game stands as a completed match.
- 5) In the event that the temperature is at or above 25<sup>o</sup> Celsius (77<sup>o</sup> F), referees have been asked to provide a 2-minute water break for both teams near the middle of each half.

## **XIII. Players and Reserves**

- 1) Each team may suit up to 20 players in each game (maximum of 15 for U11 teams, 14 for U9, 10 for U7). All players must meet the age requirements and be listed on the team roster.
- 2) You may add to your regular team roster a maximum of 5 guest players. These players must be from an equal or lower division or age group.
  - a) Premier players in U11 and Division 2 players in U13 and U15 may not play on a division 4 team one age group higher than that at which they are registered. Guest players must be marked as “guest” on your roster and permission letter from their team must be included indicating the team’s name, age and division at which they are registered. It is your responsibility to check with the registrar, prior to your first game, to ensure guest players are eligible.
- 3) Playing unregistered players will result in game defaults and your Provincial Association will be notified.
- 4) Teams who are co-ed must enter in the boys age group, there are no exceptions.



#### **XIV. Saskatchewan Laws**

- 1) All players eligible to play in THE HARDER AVALON CLASSIC are "minors" in the Province of Saskatchewan. Possession or use of alcohol by "minors" is illegal. Any report of use of alcoholic beverages or illegal drugs will result in expulsion from the tournament.
- 2) Any person who defaces, destroys, steals or otherwise abuses the facilities of THE HARDER AVALON CLASSIC or any HARDER AVALON CLASSIC property will be expelled from the tournament.

#### **XV. Cancellation Policy**

- 1) If for any reason your team cannot attend THE HARDER AVALON CLASSIC, PLEASE INFORM REGISTRAR IMMEDIATELY BY emailing tournament@aurorasoccer.ca. Inform us even if your participation is questionable or if you are considering cancellation. **REMEMBER: refunds are no longer available after teams are accepted.**
- 2) It is very important that you inform us immediately of your cancellation for the following reasons:
  - a) Limited Spaces
  - b) Waiting Lists
  - c) Changes to game schedules
- 3) If you do not inform registrar of your cancellation, we will expect your team at the first game on Friday or Saturday. **Failure to notify THE HARDER AVALON CLASSIC of your team's cancellation will result in your Provincial Association being notified of your action.**

#### **XVI. Rules for U9**

- 1) When ball leaves side of play it will result in a kick or dribble in for the opposing team. Players can pass to a teammate, or simply dribble in.
- 2) When the ball crosses the goal line by the attacking team, the defending team will get a goal kick, any where within 3 meters of the goal. The opposing players must retreat to half until ball is played, once it is touched it is live and they may re-enter the attacking half. Please note that if a goalkeeper stops the ball and places it down, or plays from their hands, this is part of play and no half retreat is required. Players can not try to take the ball from the goalkeepers hands, or prevent them from playing the ball. If they do it would result in a goal kick with a half line retreat.
- 3) When the ball crosses the goal line by the defending the team, the attacking team receives a corner kick, or dribble in. Players can choose to kick, or dribble in.

Any foul will result in a free kick for the fouled team. There are no penalty kicks. Any kick within 5 meters of the goal can be moved back 5 meters from the goal line directly out from the infraction.



- 5) All kicks are direct, as are all dribble ins, the player dribbling in is permitted to score.
- 6) Goalkeepers are not permitted to play more than half of the game, unless the team provides Aurora with information that prevents the player from participating as a field player. All players should be encouraged to try goal regularly.
- 7) Substitutions are on the fly. Try to be ready so they are quick and do it on your own ball. Preferably work with the opposing coach to work out joint sub times, to aid in the flow of the game.
- 8) Remember there are no standings and the purpose is to develop players and play new teams. All players should be played as close to evenly as possible unless there are medical conditions that prevent it.
- 9) U9 will only play round robin games. **No semis or finals.**



**Tournament Venues (more fields may be added if needed):**

<p><b>Touranemt Headquarters</b> Saskatoon Soccer Centre 150 Nelson Road Phone: 657-5758</p>	<p><b>Saskatoon Soccer Centre</b> Two Indoor Fields (Kavia &amp; Trail Appliances) &amp; Two Outdoor Fields (Kinsmen &amp; West Field) 150 Nelson Road</p>
<p><b>Forest Park 3, 4, 5</b> Nelson Rd across from Centennial High School</p>	<p><b>Forest Park 6</b> Nelson Road (Beside St. Joseph School &amp; across from Centennial School)</p>
<p><b>Brighton Core Park</b> Brighton Blvd</p>	<p><b>Misaskwatomina Park</b> McOrmond Drive and Baltan Blvd</p>
<p><b>Arbor Creek Park</b> Kenderdine Road</p>	<p><b>Ernest Lindner F07</b> Kenderdine Road</p>
<p><b>Les Kerr Park</b> Kellough Road</p>	

**2025 HARDER AVALON CLASSIC**

**Registrar: Alex Hein**

**Email: [tournament@aurorasoccer.ca](mailto:tournament@aurorasoccer.ca)**

**President: Totie Daplas**

**Email: [totie@aurorasoccer.ca](mailto:totie@aurorasoccer.ca)**

**Treasurer: Megan Foster**

**Email: [treasurer@aurorasoccer.ca](mailto:treasurer@aurorasoccer.ca)**





**Harder Avalon Classic T-Shirts/Hoodies and Aurora memorabilia will be on sale at tournament headquarters throughout the tournament.**

**Tournament Headquarters**

**Tournament Headquarters will be located at:  
Saskatoon Soccer Centre (south end)  
150 Nelson Rd  
657-5758**

