



Aurora Soccer Club Presents

Aurora Open & Harder Avalon Classic

TOURNAMENT PACKAGE

Indoor 2025-26 & Outdoor 2026

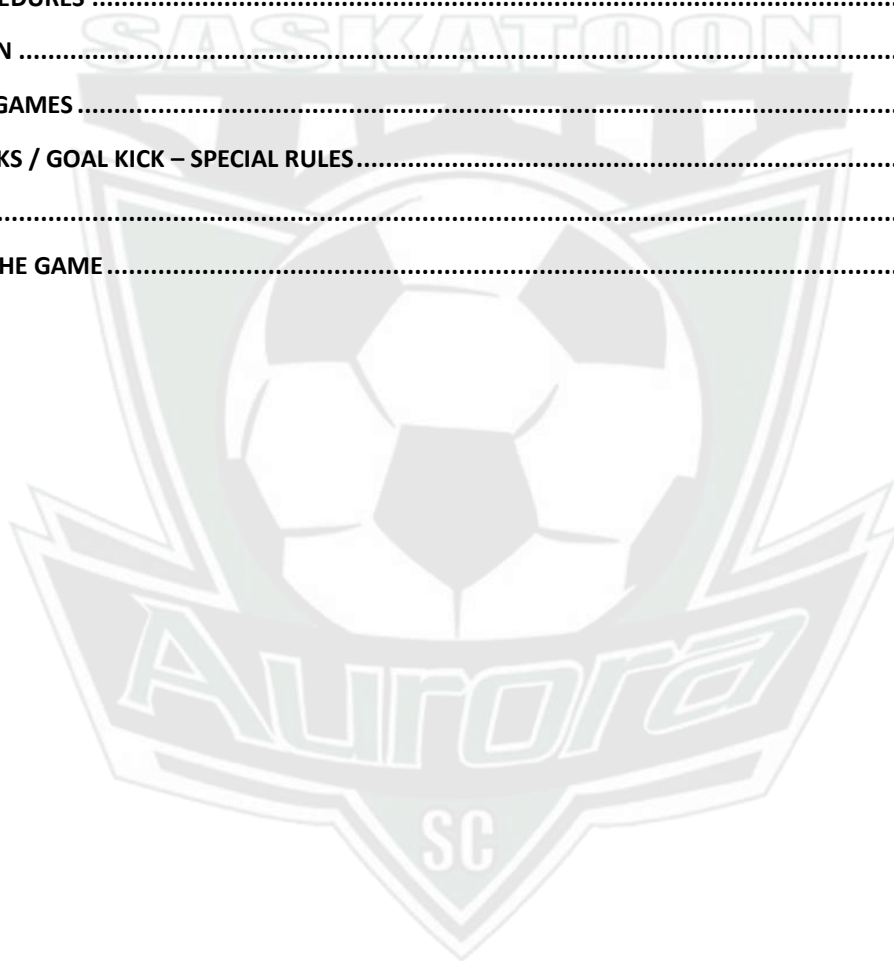
www.aurorasoccer.ca

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Dear teams,

On behalf of the Aurora Soccer Club, and the Board of Directors, we are pleased to welcome you to our tournament. Each year, our tournament brings together teams from across Western Canada for a fun and competitive weekend of soccer.

Whether you're playing in our **Indoor** or **Outdoor** tournament, we're glad to have you with us. To help everything run smoothly, please review the tournament package ahead of time. This ensures a great experience for everyone.

Our tournament staff will be available throughout the event if you have any questions or need assistance.

Thank you for being part of our tournament. We wish all teams the best of luck and hope you enjoy the games!

Sincerely,
Aurora Soccer Club

Tournament Contact:

Enquiries before or after tournament

Phone: (639) 597-0996

Email: tournament@aurorasoccer.ca

Tournament Headquarters:

Indoor: Saskatoon Sports Centre (2nd floor)

Phone: (306) 657-5747

Outdoor: Saskatoon Sports Centre (Dressing Room S2)

Phone: (306) 657-5758

Tournament Venue:

Indoor: Saskatoon Sports Centre (150 Nelson Rd); Saskatoon Kinsmen Henk Ruys Soccer Centre (219 Primrose Drive)

Outdoor: Saskatoon Sports Centre (150 Nelson Rd); City of Saskatoon Grass Fields

Tournament Entrance:

Indoor / Outdoor (games at Saskatoon Sports Centre): Entrance will be unlocked 1 hour prior to the first game each morning. Please use the North Entrance and park in the NW parking lot or across the street at Forst Park. **DO NOT PARK in Staff Parking (see map).**



639-597-0996



www.aurorasoccer.ca



operations@aurorasoccer.ca

TEAM ROSTERS: Changes or additions to your initial online roster will be accepted up until 14 days prior to the tournament. Please ensure that any guest player you intend to use are indicated as affiliate players on your online roster submission.

TOURNAMENT ACCEPTANCE: All teams will be waitlisted when registering. You will be notified within 24 hours of the closing date if your team has been accepted into the tournament. You will have 72 hours to accept your spot (payment required at time of acceptance).

OUT OF PROVINCE TRAVEL PERMITS: For teams travelling from outside of Saskatchewan please provide your travel permit approved by your provincial soccer association at least 14 days prior to the tournament. Without this travel permit Aurora Soccer Club reserves the right to deny team entry into the tournament, and all games will be forfeited with no team entry refund.

IN PROVINCE TEAM STATUS FORMS: For teams within Saskatchewan please provide your team status forms at least 14 days prior to the tournament. Without this form Aurora Soccer Club reserves the right to deny team entry into the tournament, and all games will be forfeited with no team entry refund

ADMISSIONS (Indoor ONLY): There will be an admission charged for spectators over the age of 18 of \$5.00 per day or \$10.00 for a weekend pass. Please inform your players and coaching staff to please stay off the Terry Fox Walking Track. A package under your team's name will be left at the admissions office at the soccer centre for you to pick up with 5 complimentary tournament admission passes for your coaching staff. Any coaching staff above 5 will be required to purchase a pass.

PARKING (Saskatoon Sports Centre & Henk Ruys ONLY): See Parking Map for Restrictions. If you are found to be parking in restricted areas you could face a parking ticket, or your car being towed.

PRIOR TO FIRST GAME: Prior to a team's first game the coach or manager must check in at the admission table to receive their team's five (5) complimentary passes.

PRIOR TO EACH GAME: The organization and volunteer time necessary to put on a great tournament is immense. Please do your part by arriving at your game site 30 minutes in advance of your game to fill out the game sheet (at Headquarters) and prepare your team so that games can start on time.

GAME SHEETS: Home Team will need to provide one (1) copy of the game sheet – available on www.aurorasoccer.ca and provide it to the referee at least 15 minutes prior to the game. Game sheets for playoffs will be handled by the tournament.

STANDINGS: Will be available online throughout the weekend at www.aurorasoccer.ca



GENERAL INFORMATION

1.0 TOURNAMENT HEADQUARTERS

1.1 Tournament Location

- 1.1.1** Indoor: Tournament Headquarters will be located on the 2nd floor of the Saskatoon Sports Centre at 150 Nelson Road, Saskatoon SK, overlooking Sherwood field. Watch for signage. Click here for a [FACILITY & FIELD MAP](#)
- 1.1.2** Outdoor: Tournament Headquarters will be in Dressing Room S2. The dressing room can be accessed from both inside AND outside of the facility and is located on the South side of the facility across from the Outside Turf Fields

1.2 Tournament Headquarters Contact Information

- 1.2.1** Ph: (306) 657-5747 (indoor); (306) 657-5758 (Outdoor)
- 1.2.2** Email: tournament@aurorasoccer.ca

2.0 SASKATCHEWAN LAWS

- 2.1** All players eligible to play in THE AURORA OPEN 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.
- 2.2** Any person who defaces, destroys, steals or otherwise abuses the facilities of THE AURORA OPEN or any AURORA OPEN property will be expelled from the tournament.

3.0 COACH CERTIFICATION REQUIREMENTS

- 3.1** All Saskatchewan team personnel listed on the roster **MUST** have their **Full Safe Sport Roster and/or Modified Safe Sport Roster**. Without these certifications, Aurora has the right not to allow the individual to be listed on the roster or to sit on the bench.

	Head Coach Assistant Coach Development Coach	Manager Gender Rep Trainer
Criminal Record with Vulnerable Check – MUST be uploaded into RAMP	REQUIRED	REQUIRED
Respect in Sport Online Module (every five years)	REQUIRED	REQUIRED
NCCP Understanding the Rule of Two	REQUIRED	REQUIRED
CSA NCCP Coaching Soccer in Canada Online Module Coaching Soccer in Canada Online Module is the first module of any CSA NCCP Age Appropriate Online Module.	REQUIRED	N/A
CSA NCCP Age-Appropriate Online Module U9 – FUNDamentals U11-U13 – Learn 2 Train U15-U19 – Soccer 4 Life	REQUIRED	N/A
CSA NCCP Age-Appropriate On-Field Clinics U9 – FUNDamentals U11-U13 – Learn 2 Train U15-U19 – Soccer 4 Life	REQUIRED	N/A

NCCP Make Ethical Decisions and/or Online Evaluation	REQUIRED	N/A
NCCP Make Head way in Sport *Coaches who completed the former Making Headway in Soccer module prior to March 7, 2025, will have this training recognized.	REQUIRED	N/A
NCCP Emergency Action Plan	REQUIRED	N/A

- 3.2** A minimum of one member of the Coaching Staff or Team Personnel must be of the same gender as the players. However, we highly recommend that you carry TWO of the same gender for adult and player safety.
- 3.3** All out-of-province team personnel are strongly encouraged to have the above certifications.

4.0 ROSTER REQUIREMENTS

- 4.1** Each team must submit their roster information at the time of submitting their team entry in order for their team entry to be considered received. **Changes and additions to the team roster may be made by team personnel up until 14 days prior to the tournament.**
- 4.2** Players CANNOT be added to the team roster after 14 days prior to the tournament except when given special approval by Aurora Soccer only in unusual or extreme circumstances. Regardless of the circumstances, players cannot be added after the team has played their first game.
- 4.3** Maximum roster size:
- 4.3.1** Indoor: U9 – Maximum of 14 players; U11-U19 – Maximum of 16 players*
 - 4.3.2** Outdoor: U9 – Maximum of 14 players; U11 – Maximum of 15 players; U15-U19 Maximum of 20 players*
- 4.4** All players must meet the age requirements and be listed on the team roster.

Indoor 2025-26 & Outdoor 2026 Age Requirements	
Under - 9	Born 2017 / 2018
Under -11	Born 2015 / 2016
Under - 13	Born 2013 / 2014
Under - 15	Born 2011 / 2012
Under - 17	Born 2009 / 2010
Under - 19	Born 2007 / 2008

- 4.5** Playing unregistered players will result in game defaults and your provincial association will be notified.
- 4.6** Players may only play for one team during the tournament.
- 4.7** A maximum of five (5) guest players are allowed per team. Guest players must be submitted 14 Days PRIOR to the tournament. If any player(s) are not approved, you will be notified.
- 4.7.1** 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.
- 4.8** A player registered in the highest division may not permit with the lowest division team in the next higher age group (e.g. U11 Boys Premier cannot permit to U13 Boys Division III).
- 4.9** Teams who are co-ed must enter in the boys age group; there are no exceptions.
- 4.10** Teams should be prepared to produce their provincial registration form upon request.

POLICIES & PROCEDURES

5.0 CANCELLATION POLICY

- 5.1 If for any reason your team cannot attend the tournament, PLEASE INFORM US IMMEDIATELY BY emailing tournament@aurorasoccer.ca. Call even if your participation is questionable or if you are considering cancellation. It is very important that you inform us immediately of your cancellation for the following reasons: Limited spaces; Waiting lists; and Changes to game schedules. Remember that you must cancel your own hotel reservations. If you do not inform us of your cancellation, we will expect your team at your first scheduled game. Failure to notify of your team's cancellation will result in your Provincial Association being notified of your action.
- 5.2 Refunds will NOT be given after being accepted into the tournament

6.0 WEATHER PROCEDURES

- 6.1 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.
 - 6.1.1 Fees are non-refundable if games or the tournament is cancelled for any reason.
 - 6.1.2 The tournament committee has the right to shorten the length of games, and change format to ensure completion of round robin can be completed up to a minimum of 2 games played if possible.
 - 6.1.3 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.
 - 6.1.4 In the event that the temperature is at or above 25° Celsius (77° F), referees have been asked to provide a 2-minute water break for both teams near the middle of each half.
 - 6.1.5 For air quality guidelines we follow SSA's Risk Management guidelines here:
 - 6.1.5.1 At game time, if the AQHI is 7 or above at game time the teams involved, and the Match Official shall consider either delaying kick-off or cancelling the game.
 - 6.1.5.2 The Match Official reserves the final right to cancel any game if they consider it to be dangerous, regardless of AQHI scores.
 - 6.1.5.3 In the event the game is cancelled, the Match Official is to write on game sheet reason for abandonment with the Index calculation and time & date of the calculation
 - 6.1.5.4 If air quality changes dramatically during a game (e.g sudden smoke event caused by wind direction change) Match Officials and team personnel are advised to use their discretion. Record of all decisions and relevant information on the game sheet



7.0 PROTESTS

- 7.0 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.
- 7.1 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.
 - 7.1.1 Referee Evaluation Forms are available at Tournament Headquarters. If your team is impressed with or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

8.0 DISCIPLINE

- 8.0 Discipline matters will be dealt with at Tournament Headquarters. Any player and/or Team Personnel involved in a discipline matter will be required to report to Tournament Headquarters within one hour of the completion of the game. However, any player or team personnel may waive the right to a hearing and accept an automatic suspension for one (1) 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.
 - 8.0.1 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.
 - 8.0.2 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.
- 8.1 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.
- 8.2 Canada Soccer has established minimum sanctions within the Canada Soccer Discipline Code. The CSDC applies to every match and competition organized. All SSA Member Organizations must ensure that any discipline sanctions set forth under their jurisdiction meet the minimum standards of Canada Soccer
- 8.3 Aurora discipline procedures has been amended to adopt SSA's minimum suspensions (Pg. 26-34)
- 8.4 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.
- 8.5 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. The Tournament Discipline Committee will forward their findings and reports to the governing body of the team whose player was subject to discipline.

9.0 HEARINGS

- 9.1 A Discipline Hearing Committee shall have no less than three members, one of whom shall act as Chairman.
- 9.2 The Committee shall satisfy itself that the person charged has had details of the charge.
 - 9.2.1 The person charged or his Representative shall be entitled to make a submission.
 - 9.2.2 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.
 - 9.2.3 If the charge is found "not proven" the session will be declared closed.
 - 9.2.4 If the charge is found "proved" the Committee shall proceed to decide whether any, and if so what, disciplinary action shall be taken.



TOURNAMENT OPERATIONS

10.0 FIELD MARSHALLS

10.1 Will be provided by the tournament committee

10.2 Coaches and Managers ARE RESPONSIBLE for the behaviour of their players and fans.

11.0 REFEREES

11.1 If a referee is not on field 5 minutes prior to the start of your game, please contact Tournament Headquarters immediately at (306) 657-5747

11.2 Indoor:

11.2.1 Linesman will be provided for Half Field ONLY in playoff games

11.3 Outdoor:

11.3.1 U11 & U13 and U15-U19 Div 3 games will have one (1) referee provided by SDSRAI

11.3.1.1 U15 to U19 Premier / Div 2 games will have 3 referees provided by SDSRAI

11.3.2 Referee Evaluation Forms are available online. If your team is impressed or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

12.0 TOURNAMENT FIRST AID

12.1 We have first aid responders on duty at all times during our tournament. They will be accessible at Tournament Headquarters or can be contacted to come down to the field by calling Tournament Headquarters (306) 657-5747 (Indoor); (306) 657-5758

12.2 Teams are required to have their own first aid supplies on-hand during the tournament. Ice packs will be available for purchase at Tournament Headquarters for \$2. There is also ice available in the restaurant upstairs

13.0 FOOTWEAR AND GAME FORMATS

13.1 Indoor

13.1.1 No metal cleats allowed for ALL DIVISIONS

13.1.2 All players are required to bring running shoes appropriate for smooth court surface in the case their game(s) or a tie breaker shoot-out is scheduled (or rescheduled) on a smooth court surface. Plastic cleats are permitted on the turf surfaces but not metal cleats

13.2 Game Format:

13.2.1 Indoor:

13.2.1.1 1/8 Field Format: U9 – 5v5 (including GK)

13.2.1.2 Quarter Field Format: U11, U13, U15 Div 3 – 7v7 (including GK)

13.2.1.3 Half Field Format (9v9 all include keeper): U15-U19 Premier & Div 2 (including GK)

13.2.2 Outdoor

13.2.2.1 1/8 Field Format: U9 – 5v5 (including GK)

13.2.2.2 Quarter Field Format: U11 – 7v7 (including GK)

13.2.2.3 Half Field Format: U13 – 9v9 (including GK)

13.2.2.4 Full Field Format: U15-U19 – 11v11 (including GK)

COMPETITION FORMAT

14.0 GROUPINGS

- 14.1 Aurora reserves the right to determine the appropriate division for each team.
- 14.2 Teams will be divided into pools of 3, 4 or 5 teams.
 - 14.2.1 Pools of 3 will be combined into groups of 6. In an age division with 12 teams, there will be two groupings formed with 6 teams in each grouping.
 - 14.2.2 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.
 - 14.2.3 Each team is scheduled for a minimum of 3 games.

15.0 GROUP RANKING

- 15.1 Each team receives 3 points for a win, 1 point for a tie, and 0 for a loss
- 15.2 In the event of a default, the game shall be awarded to the team defaulted against with a 3-0 score and the team will receive 3 points for a win.
- 15.3 All teams are ranked on the following four criteria:
 - 15.3.1 Total number of points--Each team receives 3 points for a win, 1 for a tie, and 0 for a loss.
 - 15.3.2 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.
 - 15.3.3 Previous match results--Winner of the match between 2 teams tied shall be awarded the higher position.
 - 15.3.4 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, the difference will be counted as 5)
 - 15.3.5 Least number of goals against (Note: All goals count).
 - 15.3.6 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.

16.0 OVERTIME PERIODS

- 16.1 In the event of a tie during group competition, no overtime will be played and each team will be awarded 1 point for a tie.
- 16.2 In playoff competition no overtime period will be played, regular FIFA penalty kicks will be taken to determine who advances.

17.0 PLAYOFF PROCEDURE

- 17.1** 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.
- 17.2** In the playoffs, the losing team is eliminated from the competition.
- 17.2.1** It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters.
- 17.2.2** Team advances in pools of 6 – team advance is the next 2 best teams. If both advancing teams are from the same pool, 1st in that pool will play 3rd and 1st in the other pool will play 2nd. If advancing teams are from opposite pools, 1st in A will play 2nd in B and 1st in B will play 2nd in A.
- 17.2.3** 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.
- 17.3** Penalty Shootout Procedures
- 17.3.1** Only players that are on the field at the end of the overtime period can participate in the shoot-out as per FIFA rules. All teams may pick five players from their team to participate in the shoot-out for the first round of five shots each. If still tied after the first round (or after the 5 shots per team), the shoot-out goes into sudden death and teams are to use new on field players and cannot use the original first five players until all on field players are used including the keeper.

MATCH RULES & REGULATIONS

18.0 GAME PROCEDURES

- 18.1** Except as otherwise provided here, the tournament rules shall be the Saskatoon Youth Soccer “Indoor” or “Outdoor” Rules.
- 18.2** The schedules will be posted at least 14 days prior the start of the tournament
- 18.3** The team package will be available for pick-up at Tournament Headquarters (this includes five (5) complimentary team personnel admission passes).
- 18.3.1** Indoor: Admission passes are needed for any individual going upstairs to tournament headquarters or to watch other games.
- 18.4** Home Team will need to provide one (1) copy of the game sheet – available on www.aurorasoccer.ca and provide it to the referee at least 15 minutes prior to the game. Game sheets for playoffs will be handled by the tournament.
- 18.5** The first team listed in the schedule is the home team.
- 18.6** The home team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a color conflict. Where alternate uniforms are used, the uniforms need to be numbered and the game sheet needs to be updated with correct jersey numbers prior to the start of the game (on field if necessary).
- 18.7** Offside
- 18.7.1** 1/8 Field (5v5) Format: No offside
- 18.7.2** Quarter Field (7v7) Format: No offside
- 18.7.3** Half Field (9v9) Format: Offside is the centre line
- 18.7.4** Full Field (11v11) Format: Offside is centre line



18.7.4.1 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.

18.8 Game Ball

18.8.1 The home team is responsible for providing the game ball to be approved by the referee.

18.8.2 Low bounce for 7v7 game formats ONLY on smooth surface ~ Family Focus field or Henk Ruys). U9-U11 use size 4, and U13-U19 use size 5.

18.9 A team without the required minimum players at 10 minutes past the scheduled game time will default:

18.9.1 Indoor: three players for 5v5; five players for 7v7, and seven players for 9v9.

18.9.2 Outdoor: six players for U9 & U11; nine players for U15-U19

18.9.3 On-field warm-up time will be minimal. Teams should be therefore an adjoining area.

18.10 Outdoor: Please avoid overuse of the penalty areas. The majority of warm-ups should be conducted on the outfield (with goalkeeper as an exception)

18.11 OUTDOOR ONLY: Teams should be prepared to provide a “club lineperson” if requested.

18.12 Under no circumstances can team(s) change or switch game times with another game or team(s). The schedule is final and cannot be manipulated by teams participating in the tournament or by the tournament coordinator. The only switching of game times that may occur is if there is a power failure then the tournament coordinator may adjust the schedule if necessary.

18.13 Please tidy up after your team prior to leaving the field or any team areas.

19.0 SUBSTITUTION

19.1 A maximum of 2 players may be substituted at a time, and substitutions will be on the fly at the halfway line

19.2 Teams are allowed unlimited substitutions in a game

20.0 LENGTH OF GAMES

20.1 U9 – 30 min (15 min halves)

20.1.1 U11 – 40 min (20 min halves)

20.1.2 U13-U19 – 50 min (25 min halves)

20.1.3 Half time will be five (5) minutes in duration.

20.1.4 All teams must be ready to start play at their scheduled time. Any delay will reduce the total game time.

21.0 CORNER KICKS / GOAL KICK – SPECIAL RULES

21.1 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.

21.2 Opponents will maintain the distance of 9.15m (10 yards) from the spot of execution.

22.0 U9 RULES

22.1 When ball leaves side of play it will result in a kick in for the opposing team.

22.2 When the ball crosses the goal line by the attacking team, the defending team will get a goal kick, anywhere 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.

22.2.1 When the ball crosses the goal line by the defending the team, the attacking team receives a corner. 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.

22.2.2 All kicks are direct, the player kicking in is permitted to score.

22.2.3 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.

22.2.4 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.

22.2.5 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.

22.2.6 U9 will only play round robin games. **No semis or finals.**

23.0 PLAYER OF THE GAME

23.1 At the end of each game, the coach of each team shall choose a player from within their own team for the 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.

