

Dear teams,

On behalf of the Battleford Youth Soccer Inc, and the Board of Directors, we are pleased to welcome you to our tournament.

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,

Battleford Youth Soccer Inc

Tournament Contact: Kat Huxley (306-441-0133) bysicompdir@sasktel.net

Tournament Headquarters: Meeting Room at Nationswest Field House

Tournament Venue: Nationswest Field House, North Battleford, SK

Enquiries before or after tournament **Phone:** (306) 441-0133

Email: bysicompdir@sasktel.net

Tournament Location:

NationsWest Field House (Meeting Room - Main Floor)

623 Carlton Trail Unit 3, North Battleford, SK

TEAM ROSTERS: **Changes or additions** to your initial online roster will be **accepted up until 10 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 3 business days 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 Battleford Youth Soccer Inc 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 spectators to please sit in the upstairs viewing areas (not on the third floor walking track) during the tournament. NO spectators will be allowed at the playing area. Players and coaches will be required to leave the playing area within a reasonable amount of time after their game. Players and coaches can arrive to there assigned change room 30min prior to game time. A package under your team's name will be left at the Admission Table for you to pick up with 4 complimentary tournament admission passes for your coaching staff. Any coaching staff above 4 will be required to purchase a pass.

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 four (4) 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: Games sheets will be provided at headquarters. Please review and sign your game sheet 30min prior to each game.

GENERAL INFORMATION

1.0 TOURNAMENT HEADQUARTERS 1.1 Tournament Location

- **1.1.1** Indoor: Tournament Headquarters will be located at the NationsWest Field House in the meeting room on the main floor.

1.2 Tournament Headquarters Contact Information

- **1.2.1** Ph: (306) 441-0133
- **1.2.2** Email: bysicompdir@sasktel.net

2.0 SASKATCHEWAN LAWS

- **2.1** All players eligible to play in The Little Legends Cup 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 Little Legends Cup or any of Battleford Youth Soccer Inc 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, Battleford Youth Soccer Inc has the right not to allow the individual to be listed on the roster or to sit on the bench.

Criminal Record with Vulnerable Check (every two years) – MUST be uploaded into RAMP

Respect in Sport Online Module (every five years) **NCCP Understanding the Rule of Two**

- **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 10 days prior to the tournament.**

- 4.2 Players CANNOT be added to the team roster after 10 days prior to the tournament except when given special approval by Battleford Youth Soccer Inc 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 – Maximum of 16 players*
 - 4.4 All players must meet the age requirements and be listed on the team roster.
- Indoor 2025-26 Age Requirements

Under - 9 (Born 2017 / 2018)

Under -11 (Born 2015 / 2016)

- 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 bysicompdir@sasktel.net. Call (306) 441-0133 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 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.

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** Battleford Youth Soccer Inc 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) 441-0133

*No linesmen will be provided for any U9 or U11 games

12.0 TOURNAMENT FIRST AID

12.1 We have a stocked First Aid kit on side at Tournament Headquarters

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.

13.0 FOOTWEAR AND GAME FORMATS

Indoor

- 13.1.1 No metal cleats allowed for ALL DIVISIONS
- 13.1.2 Plastic cleats are permitted on the turf surfaces but not metal cleats. Cleats must be free of any outdoor debris such as mud or grass.

Game Format: 13.2.1 Indoor:

13.2.1

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

Quarter Field Format: U11, (div 2 &3) – 7v7 (including GK)

COMPETITION FORMAT

14.0

GROUPINGS

- 14.1 Battleford Youth Soccer Inc 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 4 games.

GROUP RANKING

There will be no scores or rankings kept for U9 and U11 teams

MATCH RULES & REGULATIONS

15.0 GAME PROCEDURES

15.1 Except as otherwise provided here, the tournament rules shall be the Battleford Youth Soccer Inc Rules

15.2 The schedules will be posted at least 10 days prior the start of the tournament

15.3 The team package will be available for pick-up at Tournament Headquarters

15.3.1 Indoor: Admission passes are needed for any individual going upstairs to tournament headquarters or to watch other games.

15.4 The game sheet will be provided by Battleford Youth Soccer Inc and provide it to the referee at least 15 minutes prior to the game.

15.5 The first team listed in the schedule is the home team.

15.6 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).

15.7 Offside

- **15.7.1** 1/8 Field (5v5) Format: No offside
- **15.7.2** Quarter Field (7v7) Format: No offside

15.8 Game Ball

- **15.8.1** The tournament will provide game balls but not warm up equipment.

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

- **15.9.1** Indoor: three players for 5v5; five players for 7v7
- **15.9.2** On-field warm-up time will be minimal. Teams should be therefore an adjoining area.

- **15.10** 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.
- **15.11** Please tidy up after your team prior to leaving the field or any team areas.

16.0 SUBSTITUTION

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

16.2 Teams are allowed unlimited substitutions in a game

17.0 LENGTH OF GAMES

17.1 U9 – 30 min (15 min halves)

- **17.1.1** U11 – 40 min (20 min halves)
- **17.1.2** Half time will be five (5) minutes in duration.
- **17.1.3** All teams must be ready to start play at their scheduled time. Any delay will reduce the total game time.

18.0 CORNER KICKS / GOAL KICK – SPECIAL RULES

18.1 In the U11 divisions goal kicks will be taken as per the FIFA/IFAB laws of the game (at the top of the goal area.)

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

19.0 U9 RULES

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

19.2 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.

- **19.2.1** When the ball crosses the goal line by the defending 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.
- **19.2.2** All kicks are direct, the player kicking in is permitted to score.
- **19.2.3** Goalkeepers are not permitted to play more than half of the game, unless the team provides Battleford Youth Soccer Inc with information that prevents the player from participating as a field player. All players should be encouraged to try goal regularly.
- **19.2.4** 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.
- **19.2.5** 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.
- **19.2.6** U9 and U11 will only play round robin games. **No semis or finals.**

20.0 PLAYER OF THE GAME

20.1 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 prize before the beginning of each game. Coaches, please make sure that a player may only receive this award once during the tournament.