



## Welcome Coaches and Team Managers!

The Central Queens Clippers are pleased to welcome you to our 32nd Annual Youth Tournament at the beautiful Elmer G. MacDonald Soccer Complex in Hunter River. Once again this year`s tournament promises to provide lots of exciting soccer action. There are teams from all across the Island joining us for this weekend. This summer, we are thrilled to welcome almost 70 teams making us the biggest tournament on PEI. This package has information to help answer many questions that you and your team may have over the weekend. Game results will be available online and posted at the end of each day on the clubs website; [centralqueensclipperssoccerclub.ca](http://centralqueensclipperssoccerclub.ca)

Welcome and we wish the best of luck to all of the teams.

Have a great weekend of soccer!

The Executive and Tournament Committee  
Central Queens Clippers Soccer Club

We want to send a special Thank-You to  
our generous sponsors. Without them,  
this tournament wouldn't be possible!

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North Rustico Home Hardware

Hunter River Pharmacy

Sprinkle's Ice-cream Shop

Stay Golden

The Andrews Family

## **Annual Tournament Complex Traffic Guidelines**

This is a large tournament with a large amount of participants which results in a large amount of traffic.

In order to prevent traffic and parking issues the following guidelines are suggested for your trip to the complex:

- Traffic flow is one-way only around the complex. This reduces the likelihood of traffic congestion and improves safety for the many people walking at the complex.
- Park in designated parking areas only. Violators may be towed.
- Do not block cars in by double parking or waiting for cars to vacate a parking space even if you know them. If one driver does this then they all want to do this.
- If there are no parking spots available overlooking the fields, please continue around until you reach the parking spots available below the fields.
- Do not park at the club house waiting for people. Again, if one driver does this then they all want to do it.
- Drivers who circle the complex looking for the ideal parking spot may have to exit the complex and re-enter. This is to avoid traffic gridlock in the complex.
- Do not drive on the soccer fields. Damage to the fields and irrigation system is time consuming and expensive to fix. Violators may be held financially responsible for damage.
- Carpooling to the Complex is strongly recommended as an excellent way to reduce the number of cars accessing the Complex.
- Overflow parking can be found directly across the road from the entrance to the complex in the field.

The clubhouse and canteen will be open throughout the tournament. The registration desk is located in the clubhouse and teams are asked to register before the first game. Washrooms are located in the clubhouse with extra port-a-potties located by Stordy. The canteen will be open and we will have a barbecue and fry wagon.

Managers, please communicate the above to your team. This communication is essential for preventing traffic and parking issues.

**Thank you for your help in ensuring a safe and fun tournament for everyone!**

## **Central Queens Clippers Tournament Rules 2022**

### **1. ROSTERS**

All players must be a member of a registered club and must be listed on the game sheet of the first game played. The roster listed for the first game will be considered the official team roster for the remainder of the tournament. **NO ADDITIONAL PLAYERS MAY BE ADDED TO THE ROSTER AFTER THE FIRST GAME PLAYED IN THE TOURNAMENT.**

All game sheets will be completed by the Tournament Committee. In order to facilitate this, teams are asked to confirm the roster submitted with their registration by July 25<sup>th</sup>. 2022. E-mail confirmation to: [tournament@centralqueensclipperssoccerclub.ca](mailto:tournament@centralqueensclipperssoccerclub.ca). Any changes to the roster after this date should be made at the time of sign in and before the first game played in the tournament.

Players may play for only one team during the tournament. Violation of this rule will mean the expulsion of the player and a \$150 fine for a team that knowingly allows a player who is registered with another team to play.

The maximum number of players that can be carried and/or dressed for each game is 20 for Premier and 25 for First Division. Only those players listed on the teams' first game sheet are permitted to play in the tournament. It is the responsibility of team officials to ensure that this roster is correct by confirming it with tournament officials

### Playing Rules

Canadian Soccer Association (CSA) rules are followed, except where overridden by these tournament rules. Tournament games are scheduled using a round robin format and

played on regulation-sized fields and goals. Players without shin guards and appropriate cleats will not be allowed on the playing fields. Play will be eleven a side for all divisions except: U13 which will play 9 v 9; and U11 which will play 7 v 7. These numbers include the goalkeeper for all divisions.

Referees will be checking for jewelry, hair appliances, hard braces (leg, knee, ankle, arm, wrist, etc), hard casts and **other articles** which may cause injury. Please remove these items before game time. Players wearing hard casts will not be permitted to play. Players wearing a hard brace must have the brace covered with the appropriate soft cover or will not be permitted to play.

## 2. SUBSTITUTIONS

Substitutions will be unlimited for the duration of games, at the referee's discretion. Substitutions will occur at center, and the entering player will not enter the field until the exiting player has left. Referees will be issuing cautions for wasting time on substitutions.

## 3. FORMAT

Age Category	Under 11	Under 13	Under 15	Under 18
Ball Size	4	Size 5 light	5	5
Duration of Play	30 min.halves	30 min. halves	35 min. halves	35 min. halves
Overtime (crossover)	2 * 5 min, Golden Goal	2 * 5 min, Golden Goal	2 * 5 min, Golden Goal	2 * 5 min, Golden Goal
Overtime (final)	2 * 5 min Golden Goal	2 * 5 min Golden Goal	2 * 5 min Golden Goal	2 * 10 min Golden Goal
If Still Tied (crossover and final only)	5 player shootout followed by sudden	5 player shootout followed by sudden	5 player shootout followed by sudden	5 player shootout followed by sudden death if

	death if undecided after 5.	death if undecided after 5.	death if undecided after 5.	undecided after 5.
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#### 4. READINESS TO PLAY

All teams should be ready to play at 8:30am Friday.

All teams should be at the field and ready to play 30 minutes before the scheduled game time. A team official will check in with the registration desk or field monitor at least 30 minutes prior to the start of a scheduled game indicating the team is present.

Every attempt will be made to have matches start on time. Officials will wait only 10 minutes for the arrival of a late team. Teams who are not at the assigned field 10 minutes after the scheduled start time will suffer a 3-0 loss. The team in attendance will be awarded a 3-0 win. If both teams fail to appear no points will be awarded.

#### 5. SCORING

- Win - 3 points
- Tie - 1 points
- No overtime in Round Robin games

**For crossover over and final games**, if teams are tied at the end of regulation play, a maximum of two sudden death overtime periods will be played. If teams are still tied, the winner will be determined by penalty kicks taken from the penalty spot, in accordance with CSA rules.

**Mercy Rule.** A game will be called by the official or Tournament Committee if the half has been reached and the goal differential is 7 points or more. This rule will be applied to crossovers, semi-finals and final games.

#### 6. STANDINGS

Final standings will be determined by total points from games in the round robin.  
Crossover or semi-final games will be populated as follows:

### 3 Team Division

Single pool of 3 with round-robin play. Each team plays each other once. The top team (determined by points and tie-breaking rules) will advance directly to the final. Other two teams will play in a semi-final game. The winner of the semi-finals will proceed to the final.

### 4 Team Division

Single pool of 4 with round-robin play. No Semi-final will be played. The top two teams (determined by points and tie-breaking rules) will go directly to a final.

### 5 Team Division

Single pool of 5 with full round-robin play. Each team plays each other once. The top two teams (determined by points and tie-breaking rules) will go directly to a final.

### 6 Team Division

2 pools of 3 (Pool A and Pool B) will be established. Round-robin play will be with teams in the opposite pool. The top 4 teams overall (determined by points and tie-breaking rules) will proceed to the 2 semi-finals with 1<sup>st</sup> playing 4<sup>th</sup> and 2nd playing 3<sup>rd</sup>. The winners of the semi-finals will proceed to a final.

### 7 Team Division

Single pool of 7 with modified round-robin. One team will play 4 round-robin games while the other 6 teams will play 3 round-robin games. As teams will play varying numbers of games, the standing will be calculated on a points-per-game basis (points/games). The top 4 teams overall (determined by points and tie-breaking rules) will proceed to the 2

semi-finals with 1<sup>st</sup> playing 4<sup>th</sup> and 2<sup>nd</sup> playing 3<sup>rd</sup>. The winners of the semi-finals will proceed to a final.

#### 8 Team Division

2 pools of 4 (Pool A and Pool B) will be established. Round-robin play will be with teams in the same pool. The top 2 teams in each pool (determined by points and tie-breaking rules) will proceed to cross-overs with 1<sup>st</sup> Pool A playing 2<sup>nd</sup> Pool B and 1<sup>st</sup> Pool B playing 2<sup>nd</sup> Pool A. The winners of the cross-over will proceed to a final.

#### 9 Team Division

3 pools of 3 (Pool A, Pool B, and Pool C) will be established with a modified round-robin. Each team will play 2 round-robin games against teams in their respective pool. Rankings (determined by points and tie-breaking rules) will give the following match-ups. Seed game 8<sup>th</sup> overall plays 9<sup>th</sup> overall and 6<sup>th</sup> overall plays 7<sup>th</sup> overall. A Wild card game will consist of 4<sup>th</sup> overall playing 5<sup>th</sup> overall. Top 3 overall will proceed to the 2 semi-finals with 1<sup>st</sup> overall playing the winner of the wild card game (4<sup>th</sup> vs 5<sup>th</sup>) and 2<sup>nd</sup> overall playing 3<sup>rd</sup> overall. The winners of the semi-finals will proceed to a final.

#### 10 Team Division

2 pools of 5 (Pool A and Pool B) will be established. Round-robin play will be with teams in the same pool. The top 2 teams in each pool (determined by points and tie-breaking rules) will proceed to cross-overs with 1<sup>st</sup> Pool A playing 2<sup>nd</sup> Pool B and 1<sup>st</sup> Pool B playing 2<sup>nd</sup> Pool A. The winners of the cross-over will proceed to a final.

#### 12 Team Division

2 pools of 6 (Pool A and Pool B) will be established. Round-robin play will be with teams in the same pool. The top 2 teams in each pool (determined by points and tie-breaking rules) will proceed to cross-overs with 1<sup>st</sup> Pool A playing 2<sup>nd</sup> Pool B and 1<sup>st</sup> Pool B playing 2<sup>nd</sup> Pool A. The winners of the cross-over will proceed to a final.

Tournament committee reserves the right to modify team divisions listed above based on field availability.

### **7. TIE-BREAKING FORMULA**



- I. Best GF-GA, Against Tied Teams
- II. Least GA, Against Tied Teams
- III. Most GF, Against Tied Teams
- IV. Best GF-GA, Overall
- V. Least GA, Overall
- VI. Most GF, Overall
- VII. Least Card, Against Tied Teams
- VIII. Least Card, Overall
- IX. Coin-Flip

*\* These should be considered only if all the necessary games are actually played to make a decision*

## **8. CAUTIONS/EJECTIONS**

- 1. **ONE RED** card will mean an ejection and a one game suspension
- 2. **TWO YELLOW** cards in the same game will mean an ejection and a one game suspension
- 3. **TWO RED** cards or **FOUR YELLOW** cards in total will mean a Tournament suspension
- 4. A red card for violent conduct will be cause for ejection from the tournament. **THESE RED CARDS WILL BE PASSED ON TO THE TEAMS' PROVINCIAL ASSOCIATION FOR POSSIBLE FURTHER DISCIPLINE.**

This is a sanctioned tournament. All card fouls will be tracked and sent to the respective provincial associations. As a sanctioned tournament, cards issued will carry over into league play.

## **9. VERBAL ABUSE - ZERO TOLERANCE POLICY**

The Central Queens Clippers Soccer Club will not condone any type of abuse from players, coaches or spectators, either verbal or physical, that is directed toward officials, players or coaching staff. Instances may result in ejection from the match and/or tournament, upon decision of referees or tournament committee members.

## **10. STATS**

Game results will be available on the club tournament website; [centralqueensclippersoccerclub.ca](http://centralqueensclippersoccerclub.ca) Results will be updated at the end of the day. Results will also be kept at the clubhouse in Hunter River. The phone number for the club House is 902-964-2692. Team officials should be the only people calling this number for results.

## **11. AWARDS**

There shall be award presentations following each Championship game of the Tournament. Only first placing teams will receive awards.

## **12. OFFICIALS**

Certified referees will be used for every game.

Linesmen are only guaranteed for Championship games. Every attempt will be made to have linesmen for all crossover or semi-final games as well, however this is not guaranteed. If there are not enough linesmen for crossover games, the priority will be to do the older divisions first, then the lower divisions (priority is U-18, followed by U-15, followed by U-13). The only lines that may be done in round robin games would be in the U-18 Division.

## **13. COACHES**

All coaches are asked to remain within the perimeter of their bench area. Coaching from outside of the immediate area of the bench or from the sidelines will not be permitted. All coaching staff are to be identified in registration materials and rosters. Communication of team issues with Tournament Officials or Volunteers must be done by a team official. Coaches who are ejected from a game will not be allowed to coach any other games in the tournament.

## **14. DISCIPLINARY ACTION**

A disciplinary committee will be established, consisting of three members of the Tournament Committee, to deal with any situations brought before the tournament organizers. **Protests, including those involving a Referee's decision, will not be**

entertained.

## **15. WEATHER CONDITIONS**

Matches will proceed rain or shine. No game will proceed if there is thunder/lightning in the area. The Severe Weather Policy will apply.

- o Games will be stopped by the referee if thunder is heard.
- o Games will not be restarted until 30 minutes after the last thunder is heard.

A match will be considered official if, at any time into the second half, a match is terminated due to weather.

**Regardless of weather conditions, coaches and teams must be at the field and ready to play at least 30 minutes before a scheduled game.** Only the Referee and/or the Tournament Committee may cancel or postpone a match. Referees or Tournament Directors will not consider commencing or continuing a match if a lightning storm exists. The Tournament Committee reserves the right to shorten round robin and crossover games if inclement weather results in the tournament schedule becoming disrupted. An extreme disruption of the schedule might result in a team having to play an additional shortened game on any given day. If a Championship match cannot be completed, total points accumulated will determine the winning team.

## **16. SHORTENED MATCHES**

Should a match be terminated for any reason other than lightning or inclement weather, the official Tournament Committee will review the referee's report and any other pertinent information in order to render a decision

## **17. FACILITY RULES**

Please note that dogs will be permitted at the soccer complex during the tournament, but dogs are required to be on a short leash held by the owner at all times. This rule has been established for the safety of players and spectators alike. Dogs will be the responsibility and liability of the owner. Please clean up after your dog. Leaving your dog in a vehicle at the field is not acceptable.

The Central Queens Soccer Club wishes to promote healthy lifestyles, so we ask you to refrain from smoking while at the soccer facility. Visitors to our soccer facilities are asked to respect all parking and driving rules either posted or stated.

Please consult the parking areas (Click Tournament Rules at top, then click Parking Guidelines on side tab) for the Central Queens Soccer Facility to become familiar with them before arriving at the facility.

## **18.TOURNAMENT REFUND POLICY**

A minimum \$100.00 non-refundable processing fee will be charged on all refunds. For tournament withdrawal, if you contact us 30-45 days in advance of the tournament start date, you will be eligible for a refund equal to 75% of entry fee. If you contact us 16-29 days in advance of the tournament start date, you will be eligible for a refund equal to 50% of entry fee. If you contact us 15 days or less from the start of the tournament, you will NOT be eligible to receive a refund. **Once the tournament schedule is posted, there are NO REFUNDS.**

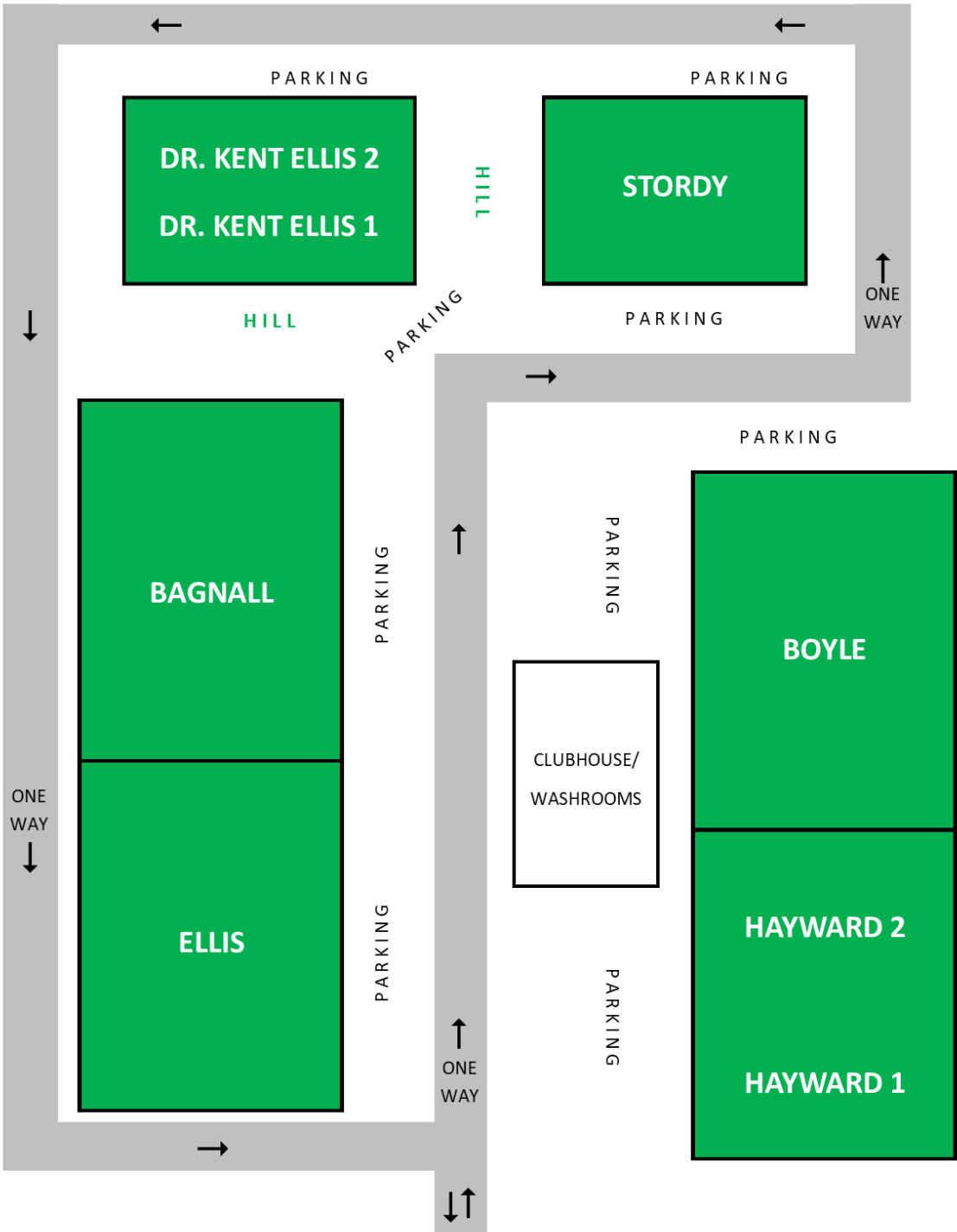
The \$100.00 fee and above deadlines will only be waived if fewer than 3 teams enter an age division.

## **19.TOURNAMENT RULES**

The Tournament Committee reserves the right to modify any rule herein that is deemed not in the best interest of the Tournament or minor soccer. All decisions of the Tournament Committee are final.



### CENTRAL QUEENS CLIPPERS SOCCER COMPLEX (not to scale)



**← To Hunter River**

## Rte. 13

**To Cavendish →**

