



Dunbrack Ratomir Tournament – 2026 Rules

1. **Eligibility:** All participating teams must be currently registered with their provincial association. All teams outside the jurisdiction of Soccer Nova Scotia (SNS) must have an authorized travel permit form from their provincial governing body and supply proof if requested. Participating teams are required to complete and submit by the stated deadlines, the team roster as provided.

The tournament committee and SNS are not liable for any injury to any participants in the tournament on or off its fields. All teams outside of the jurisdiction of SNS must carry and supply proof of injury and liability insurance while participating in the tournament if requested.

A player may be registered only on one team for the tournament. However, players can play for more than one team as long as they are being called up, not across, and follow all other SNS and Canada Soccer Association (CSA) guidelines in regard to times allowed to play in a 24 hour period.

2. **Rosters:** Team rosters are limited to 24 players. All players must be registered with SNS or a comparable governing body. Proof of age must be available upon request. Teams playing games within the tournament and league games such as the NSSL must adhere to league rules.
3. **Weather:**
 - a. During the round robin series, as a result of deteriorating weather conditions, the tournament committee reserves the right to shorten the length of any game in an effort to ensure that all games are played. Further, if necessary, the committee may cancel any game which does not have a bearing on the final standings of any group, as a result of these adverse weather conditions.
 - b. Should a game in progress be terminated due to weather conditions after the first half of play has been completed, the game shall be considered complete and the score at the termination shall stand.
4. **Forfeits:**

- a. For 11 aside, if a team is unable to field seven (7) players at the start time, and for 9 aside, if a team is unable to field 6 players at the start time, the game shall be forfeited unless the offending team is able to present an explanation that the tournament committee accepts as reasonable for its late arrival. Teams are expected to check in with the field marshal 15 minutes prior to the game.
 - b. If a team forfeits its last game of the round robin series, all games played by that team in the tournament shall be eliminated and all of their opponents will receive a 1-0 victory and three (3) points, regardless of the actual game scores. The actions of the offending team shall be reported to their club, district and provincial associations for inappropriate action.
5. **Standings:** All divisions will keep standings as follows:
 - a. The round robin standings shall be determined by utilizing the following criteria:
 - Win – 3 points
 - Tie – 1 point
 - Loss – 0 points
 - b. If, at the end of round robin play, there is a tie, the higher placed team will be identified according to the following criteria in order:
 - The winner of the game between the two teams
 - The team with the highest goal differential
 - The team with the most goals for (limited to 9 goals per game)
 - The team with the least goals against
 - If all of the above criteria do not result in a clear placement, a coin toss completed by the tournament committee will be done and teams notified on placement. This is due only to field time and the limited hours given to use the outdoor fields and does not allow for the length of time it takes for penalty kicks.
 - c. Playoff games will be played as follows:
 - In a division of 4 teams
 - Gold medal – 1 v 2
 - Bronze medal – 3 v 4
 - In a division of 5 teams
 - Gold medal – 1 v 2
 - Bronze medal – 3 v 4
 - In a division of 6 or more teams (2 divisions)
 - Gold medal – 1st place teams of each division after round robin series
 - Bronze medal – 2nd place teams of each division after round robin series
6. **Conduct of Tournament:** The referee's decision in matters concerning the application of the rules of the game and the decision of the tournament committee regarding the conduct of the tournament shall be final.
7. **Protest:** No protest shall be entertained unless accompanied by a \$200.00 certified cheque made out to the Halifax Dunbrack Soccer Club. Decisions of the tournament committee on matters of contention shall be final.
8. **Substitutions:** Unlimited (unless game is being used as NSSL game, then league rules apply).

9. **Player Equipment:** It is the responsibility of all teams to bring their primary uniforms and alternate strip or pinnies. In the event of a conflict of jersey colour, the away team will be required to change (second team on the schedule). The keeper jersey shall be distinct from those of their teammates, the opposing team, and the referee. All players must wear shoes and shin pads which conform to the requirements of FIFA Law IV. Shin pads are mandatory!
10. **Referees:** The tournament shall provide SNS registered referees – 1 referee and 2 assistant referees for all games and will attempt to work with local referee associations in the assignment of referees to games.
11. **Duration of Games:** The duration of the games will be prorated due to limited field time as follows:
- U12 – 2 halves of 25 minutes
 - U13 – 2 halves of 25 minutes
 - U15 – 2 halves of 30 minutes
12. **Ball Size:** U12 will use size 4 balls. All other divisions will use FIFA size balls as per guidelines.
13. **Cautions / Ejections:**
- a. **Caution:** If a player or a team official receives two (2) cautions during a game there will be a one game suspension beyond the game in which they receive the cards.
 - b. **Ejection:** If a player or team official is ejected from a game, an automatic one (1) game suspension will be invoked against the offending individual. The suspension will be in effect during that team's next scheduled game. The tournament committee reserves the right to impose a longer suspension if deemed necessary.
14. **U12AA, A, B and U13AA, A, B 9 Aside Rules:** The following are age-specific modifications to the FIFA Laws of the Game:
- a. **Law 1: Field of Play:**
 - **Field Size:** length 70-75m, width 50-55m
 - **Field Markings:** Distinctive lines not more than 15cm wide. The field of play is divided into halves, marked by a center line (cones) and by a center spot that is located at the midpoint of the center line. A circle with a radius of 9m may or may not be around it.
 - **Goal Area:** None
 - **Penalty Area:** A penalty area at each end of the field will be marked with two lines at right angles to the goal line, 11m from the inside of each goal post. These lines extend into the field of play for 11m and are joined by a line parallel to the goal line. The area bounded by these lines is a goal line penalty area. Within each penalty area a penalty mark is made 9m from the midpoint between the goal posts and equidistant to them.
 - **Flag Posts:** Conform to FIFA if used.
 - **Corner Arc:** Conforms to FIFA if marked.

- b. **Law 2: Size of Ball:** The ball must conform to FIFA standards and must conform to FIFA inflation specs, size 4.
 - c. **Law 3: Number of Players:** The match is played by 2 teams each consisting of 9 (aside) for all U12 and U13 games. A match may not start or continue if either team consists of fewer than 6 players, one of whom is the goalkeeper. At any stoppage, substitutions are unlimited and must be done with the official's permission.
 - d. **Law 4: The Players Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. The goalkeeper should wear a colour that distinguishes them from both teams. Shin guards are mandatory and must be worn under the socks. Jewellery is not permitted.
 - e. **Law 5: The Referee:** One referee as per SNS regulations. The referee's role is to keep the players safe and to ensure that the game is played under the "fair play" code. (Duties conform to FIFA)
 - f. **Law 6: Assistant Referees:** Two (2) assistant referees should be used on the lines.
 - g. **Law 7: Duration of the Match:** The duration of the match will be two 25 minute halves for U12 and two 25 minute halves for U13.
 - h. **Law 8: Restart of Play:** Conform to FIFA with the exception that opponents of the team taking the kick-off are at least 9m from the ball until it is in play.
 - i. **Law 9: The Ball in or out:** Conform with FIFA.
 - j. **Law 10: The Method of Scoring:** Conform with FIFA.
 - k. **Law 11: Offside:** In effect where applicable with Law 6.
 - l. **Law 12: Fouls and Misconducts:** Conform with FIFA with the exception that if a goalkeeper kicks the ball from their penalty area into the opposing team's penalty area the game is stopped, and a drop ball is given to the opposing team at the ½ way line.
 - m. **Law 13: Free Kicks:** Conform with FIFA with the exception that opponents are at least 9m from the ball. An indirect kick awarded to the attacking team that occurs inside the penalty area shall be taken from the outside edge of the penalty area in line with where the offense took place.
 - n. **Law 14: The Throw-In:** Conform with FIFA.
 - o. **Law 15: Goal Kick:** Conform with FIFA except opposing players shall be 9m away from the ball.
 - p. **Law 16: Corner Kick:** Conform with FIFA except opposing players shall be 9m away from the ball.
 - q. **Law 17: Penalty Kicks:** In final matches, if the score is tied at the end of play, the contest shall proceed to sudden death penalty kicks. The match is decided as soon as, in any given round, one team scores and the opposing team fails to score from their corresponding kick.
15. **Team Player and Coach Behaviour: Team player and coach behaviour must at all times demonstrate sportsmanship, respect for officials, and self-control, requiring adherence to the rules of the tournament and professional conduct on and off the field. Players and coaches not adhering to the required conduct may be removed from the tournament by the tournament organizing committee.**

We wish all teams good luck and hope you have fun!