

Welcome to Moose Jaw Soccer's Ron Bader Outdoor 2023 Tournament

This is your pre-tournament information package. There is a lot of information enclosed so please take the time to read through it carefully.

We are busy getting ready for the return of our Ron Bader Tournament. The deadline for team entry is June 5, 2023 and the accepted teams will be notified by June 9, 2023. The organization and volunteer time necessary to put on a successful tournament is immense. Please do your part by arriving at your game site thirty (30) minutes in advance of your game to prepare your team so that games can start on time.

Coaches will sign game sheets on the field prior to each game. Managers/coaches are not required to fill out game sheets or return them to headquarters. This is all looked after by our field marshals/game coordinators.

All Games will be played at the following location:

Smith Soccer Fields, 1300 Block Hastings St, Moose Jaw

PLEASE NOTE: There will be an admission charged for adult spectators – children under 18 are admitted for free. Included in your entry fee are three (3) complimentary passes for the coaching staff. These may be picked up at the MJSA Headquarters Table. You will be required to present these passes for admission to the tournament. Day passes will be \$5 and weekend passes will be \$10.

TOURNAMENT PROCEDURES

Groupings

Each team is guaranteed a minimum of 3 games.

Pools

Round robin play with 1st & 2nd medal placing for all groups except U9. U9's will play the same as the U11-U19's except without the medal rounds as standings are not kept for this age group.

- i.** Age divisions with three (3) teams will play one (1) game against each team within its pool. The top team after round robin will advance to the Final. The remaining two (2) teams will play a semi-final game, with the winner advancing to the Final.
- ii.** Age divisions with four (4) teams will play one (1) game against each team within its pool. The top teams after round-robin will advance to the Final.

- iii. Age divisions with five (5) teams will play one (1) game against each team within its pool. No final will be played. The first and second overall will be awarded gold and silver medals respectively.
- iv. Age divisions with six (6) teams will be split into two (2) pools of three (3). Each team in Pool A will play each team in Pool B. The top two (2) teams overall after round-robin will advance to the Final.
- v. Age divisions with seven (7) teams will be split into two (2) pools. Teams in Pool A cross over to play teams in Pool B. The two best teams will advance to the finals, regardless of the pool. ** The teams in Pool B will play four (4) games. The game against the last place team in Pool A will not count towards the standings.

Group Ranking – Note that standings will not be kept for the U9 age groups

Each team receives 3 points for a win and 1 point for a tie. In the event of a default, the game shall be awarded to the team defaulted against with an official score of 1-0. If two or more teams amass an equal number of points, the following rules, in the following order, shall be used to determine final standings.

Previous match results – the winner of the match between the two teams tied in points shall be awarded the higher position. If 3 or more teams are tied, then we move on to the next level.

Goal difference – subtract total goals allowed from total goals scored in all games played. In calculating the goal difference, a maximum of 5 will be allowed for any one game (ie. Score 8-1, difference will be counted as 5).

Least goals against – The team with the least goals against shall be awarded the higher position.

Kicks from the Penalty Mark – If 2 or more teams are still tied under the above criteria, then the higher standing shall be decided by kicks from the penalty mark. The Tournament Committee shall decide on a suitable time, date and location for this to occur.

Overtime Periods

In the event of a tie during group competition, no overtime will be played, each team will be awarded 1 point for a tie. In the event of a tie in a semi-final game, no overtime halves shall be played. The game shall go directly to kicks from the penalty mark to determine a winner. In the event of a tie during a final game for medals, there will be two 5-minute overtime halves played. There will be NO “Golden Goal” rule and both 5-minute halves will be played in their entirety. In the event that the game is still tied after the overtime halves have been played, the game will go to kicks from the penalty mark, to determine a winner.

Playoff Procedures – Note that depending on the number of teams in a pool, there might not be playoffs

The top team or teams in each pool will advance to the playoffs or Finals. In the playoffs, the losing team is eliminated from the competition. It is the responsibility of the team's representatives to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters and online.

Team Roster

- Rosters must be entered when registering your team.
- Roster lock will be June 16th at midnight.
- Teams can register and dress up to 10 players for 5V5, 14 players for 7V7, and 16 players for 9V9.
- All participants must be registered and in good standing with their District, Provincial, and/or National Soccer Association.
- Players can only be registered with one team.
- Late roster changes or additions must be approved by the Tournament Organizing committee.
- Please ensure players have player I.D. cards or Photo ID which includes a photo and birthdate. They may be requested at HQ prior to your first game or at a game by a referee. As an alternative, a letter from the team organization which provides player names and birthdates that clearly states all players are registered and in good standing will be accepted.

Team Personnel

- Saskatchewan team personnel MUST have their RIS.
- All team personnel listed as coach or assistant coach must have their age-appropriate coach certification listed on the roster.
- Only those registered as team personnel will be allowed in Team Areas unless extenuating circumstances exist and at the discretion of the tournament committee.
- Photo ID should be brought onto the bench for games as it may be requested by a referee or a member of the tournament committee.
- Respect in Sport (RIS) certification can be obtained through the following website: <https://sasksrc.respectgroupinc.com/secure/>.

Guest Players

- Teams are permitted up to 3 Guest Player's in the U11 and U13 category, and up to 5 Guest Player's in the U15/17/19 categories without exceeding the max roster sizes in each age category.

- All Guest Players must be identified on the roster (GP) at the time of registration.
- Players are not permitted to 'play down' into a different age group. Any player participating as a guest player must submit a completed and signed Guest Player Form.

Players Equipment

- Equipment shall consist of a numbered shirt, shorts, socks, shin pads, and footwear designed for outdoor use. NO METAL CLEATS.
- All players on the same team shall wear the same-coloured shirts and shall not have identical numbers.
- Players must not wear equipment or anything which endangers themselves or other players including any kind of jewelry.
- Goalkeepers shall wear colours that are distinguishable from all other players and referees.
- Any player wearing a hard cast will not be permitted to participate, even if it is wrapped. Soft casts are permitted at the referee's discretion.

The Referee

- A referee shall be appointed to officiate in each game. The referee's authority shall commence as soon as the referee enters the playing facility and shall extend to offenses committed when the game is in progress or when the game is over and the referee has left the facility. The referee's decision on points of fact connected with play shall be final. The powers and duties of the referee are as per the FIFA "Laws of the Game".
- Appropriate equipment and inappropriate jewelry will be at the discretion of the referee.
- If an assistant referee is appointed to the game their duties are to act as a timekeeper and assist the referee to control the game.

Game Procedures

Except as otherwise provided here, the FIFA 'Laws of the Game' shall apply to any and all competition. The first team listed in the schedule is the Home Team.

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 not be numbered.

Please leave the field, team benches and locker rooms promptly and clean, after every game.

A team without the required minimum players (7v7 games – 5 players & 9v9 games – 7 players) at ten (10) minutes past the scheduled game time will be considered a default.

Size of Pitch

U9 – 5v5, the pitch size is $\frac{1}{8}$ pitch.

U11 – 7v7, the pitch size is $\frac{1}{4}$ pitch.

U13 – 7v7, the pitch size is $\frac{1}{4}$ pitch.

U15/U17/U19– 9 v 9, the pitch size is $\frac{1}{2}$ pitch.

Length of Games

All teams must be ready to start play at their scheduled time. Any delay will reduce the total game playing time. Any team without the required players on the field at 10 minutes past the scheduled game time will default.

U9 Games - Duration of the game will be **40 minutes** divided into 2 equal halves.

U11 Games - Duration of the game will be **40 minutes** divided into 2 equal halves.

U13/U15/U17/U19 Games - Duration of the game will be **50 minutes** divided into 2 equal halves.

Players and Guests

Each team may suit up to 14 players (7v7) and 18 players (9v9) in each game. All players must meet the age requirements and be listed on the player registration form and game sheets. Each player is only allowed to play for one team during the Tournament. Having players play for multiple teams, will result in game defaults for all games played. All players must be registered with SSA or equivalent Provincial Association. Playing unregistered players will result in game defaults and your Provincial Association will be notified.

TEAMS SHOULD BE PREPARED TO PRODUCE PROOF OF AGE AND ELIGIBILITY UPON REQUEST.

Player Substitution

Unlimited substitutions “on the fly” without referee’s approval. Substitution players must enter the pitch at the centre line. Players must be within 2 meters of the substitution area before a substitute may enter, as long as they do not interfere with the play or enable their team to gain direct advantage.

Saskatchewan Laws

All players eligible to play in the tournament are “minors” in the Province of Saskatchewan. Possession or use of alcohol, cigarettes, marijuana, or vaping by “minors” is illegal. Any report of the use or possession of alcoholic beverages or illegal substances will result in expulsion from the tournament and a notification sent to the applicable Provincial Soccer Association.

Any person who defaces, destroys, steals, or otherwise abuses the facilities or any property will be expelled from the tournament.

Player of the Game

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 award. The field runner shall provide the coach with a Player of the Game prize at the beginning of the game. Coaches please make sure that a player may only receive this award once during the tournament.

Ball

FIFA approved Size 4 soccer balls for U9 and U11.

FIFA approved Size 5 soccer balls for U13/U15/U17/U19.

Offside

7v7 (U9, U11 and U13 Div 3) – No offside

9v9 (U13 Div 2/U15/U17/U19) – Offside in the offensive ½ of the field.

Restarting Game

Ball out-of-bounds will be restarted by goal kick, corner kick or throw-ins from the sideline. U9 age groups will not utilize throw-ins. Play from the sideline will be restarted with a kick-in or dribble-in.

Discipline

Discipline matters will be dealt with at Tournament Headquarters by the Tournament Committee. Any player involved in a discipline matter will be required to inquire with Tournament Headquarters as to the outcome as determined. Discipline matters are as follows: Ejection from a game (1 red or 2 yellow cards) results in an automatic 1 game suspension and a hearing. A 2nd yellow card during the tournament is subject to review and may be subject to a hearing. 3 yellow cards in the tournament will result in an automatic 1 game suspension and a hearing. A record of all discipline matters will be forwarded to the appropriate Provincial or District Association involved for review.

FOUL LANGUAGE WILL NOT BE TOLERATED!

Protests

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

CANCELLATION POLICY

If for any reason your team cannot attend, **PLEASE INFORM THE TOURNAMENT COMMITTEE IMMEDIATELY**. Email the Tournament Committee even if your participation is questionable or if you are considering cancellation. If you do not inform the tournament committee of your cancellation, we will expect your team at your first scheduled game. Failure to notify the Tournament Committee of your team's cancellation will result in your Provincial Association being notified of your action. Refunds will only be given prior to the closing of registration for the tournament.

We look forward to seeing you June 23-25! If you have any questions or concerns, please feel free to contact us at tournament.mjasa@gmail.com. We look forward to making this weekend as enjoyable as you expect it to be!

Moose Jaw Soccer Association

